ABHIJITH K A

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📅 29/09/2001   GitHub   **Govt. Model Engineering College, Kochi**   in LinkedIn

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ACADEMICS

COURSES	INSTITUTION	BOARD	AGGREGATE	YEAR
B. Tech Computer Science Engineering	Govt. Model Engineering College, Kochi	KTU	9.23	2024
Class XII	Vimala Central School Thanissery, Thrissur	CBSE	91.2%	2019
Class X	Vimala Central School Thanissery, Thrissur	CBSE	95%	2017

SKILLS & INTERESTS

- **Technical Skills:** C, C++, Java, Python, Flutter, JavaScript, PHP, Django, Node JS, Unity 3D
- **Areas of Interests:** Machine Learning, Game Development, Web Development, Mobile App Development
- **Operating Systems:** Windows, Linux
- **Soft Skills:** Teamwork, Adaptability, Problem Solving

PROJECTS

- **Project:** Turf Booking Website
  - **Role:** Frontend Developer, Backend Developer   **Duration:** 1 Month
  - **Technology(s) Used:** HTML, CSS, JavaScript, Bootstrap, Node JS, MySQL   **Team Size:** 4
  - Developed a **Turf Booking Website**, enabling users to browse and book turfs located near them for affordable prices, using **Node JS**, **Bootstrap**, **JavaScript**, **HTML** and **CSS**.
- **Project:** Turf Booking Mobile App (Android)
  - **Role:** Flutter Developer   **Duration:** 3 Month
  - **Technology(s) Used:** Flutter, Firebase   **Team Size:** 1
  - Developed a **Turf Booking Mobile App (Android)**, enabling users to browse and book turfs located near them for affordable prices, using **Flutter** and **Firebase**.
- **Project:** Music Player
  - **Role:** Python Developer   **Duration:** 1 Month
  - **Technology(s) Used:** Python, Tkinter   **Team Size:** 1
  - Developed a **Music Player** in **python** with **tkinter**. It allows users to easily add or remove music to playlist, control playback with play, pause, replay, and stop functionalities, and adjust volume levels. Additionally, users can seek through the tracks to resume where they left off.
- **Project:** 2D Platformer game
  - **Role:** Unity Developer   **Duration:** 1 Month
  - **Technology(s) Used:** Unity 3D   **Team Size:** 1
  - Developed a **2D Platformer game** in **Unity** with only one level, player's goal is to navigate through obstacles, defeat the enemy and reach the other side to claim victory.

COURSES & CERTIFICATIONS

- Received a certificate for **CS50's Web Programming With Python and JavaScript** offered by **HarvardX**, an online learning initiative of **Harvard University** offered through **edx**.
- Received a certificate for **Machine Learning**, an online non-credit course authorized by **Stanford University** and offered through **Coursera**.
- Pursued a course **CS50's Introduction to Game Development** offered by **HarvardX**, an online learning initiative of **Harvard University** offered through **edx**.
- Pursued a course **CS50's Introduction to Artificial Intelligence with Python** offered by **HarvardX**, an online learning initiative of **Harvard University** offered through **edx**.

ACTIVITIES & ACHIEVEMENTS

- Attended **Game Development Workshop** offered by **Game Development Club (GDC)**, **MEC**.
- **Extracurricular Activities:** Football, Cricket, Swimming, Reading.

REFERENCES

- Prof. Dr. Jacob Thomas V, Principal, Govt. Model Engineering College, Kochi. Email ID: **principal@mec.ac.in**
- Prof. Dr. Preetha Theresa Joy, HOD, Computer Science Engineering Govt. Model Engineering College, Kochi. Email ID: **hodcs@mec.ac.in**

APJ Abdul Kalam Technological University