



- Create UI screens in Android based on Material Design.
- Working on Data Collection, Data wrangling.



- Start building up the features one by one - test it - fix it until it works fine, using the required Google's ML Libraries.

### February

- Attend the Google's training get more insights directly from Google Team. Clarify doubts by building the most important features at small scale.
- Connect the various small features made to make it work for what it was made for.

### March - April

- Do some more integration part.
- Create a custom model if required.
- Add extra features (if necessary)
- Make the app more accessible across various devices.
- Testing -> Fix -> Rebuild

### 1st May

- App should be live in play store.

## Tell us about you.

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I'm Kavin Raju S, final year student pursuing B.Tech EIE in SASTRA Deemed To Be University, DSC Lead at our campus and also an Associate Android Developer. I have a great passion for making materialistic apps that could create an impact in at least thousands of life. I could make apps more eye-catching, hand grabbing. I am working on apps for my college's fests. I am a Google Udacity India Scholarship Recipient where I learnt advanced concepts of Android and was selected as one of the top 3 performers and got a chance to attend Google I/O'19. My passion to do something for other never reaches saturation state.

### Contact:

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