

Lokesh N N

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EDUCATION

- **SSN College Of Engineering** Chennai, India
B.E. in Computer Science and Engineering; CGPA: 9.45(upto 3rd semester) Aug. 2019 – Present
- **DAV Matric. Hr. Sec. School** Chennai, India
12th Grade-Computer Science; Score: 539/600 July 2017 – May 2019

SKILLS

- **Languages:** C++, C, Java, Python, JavaScript, Node.js, HTML5, CSS3, Bash.
- **Technologies:** React, Next.JS, Express.js, MongoDB, OracleSQL, TailwindCSS, Numpy, Pandas, Bootstrap, Android, XML, Scikit learn, Matplotlib, EchoAR, Flask.
- **Others:** Data Structures and Algorithms, Object Oriented Programming, Git, Web Design, Photoshop, Lightroom.

PROJECTS

- **Teachie Assistant** Team | Nov. 2020
React, Node.js, Express.js, MongoDB, Puppeteer, Nightmare JS 📧: [lokeshn011101/TeachieAssistant](https://github.com/lokeshn011101/TeachieAssistant)
To ease the process of self-learning, Techie Assistant was developed that helps a programmer by suggesting relevant subtopics related to a domain and also youtube courses that are widely popular with the help of web scraping tools.
- **Coder's Arena** Team | Nov. 2020
React, Node.js, Express.js, MongoDB, EchoAR, NLTK, Flask, TensorFlow 📧: [lokeshn011101/CodersArena](https://github.com/lokeshn011101/CodersArena)
A comprehensive web app that makes the process of self-learning data structures and algorithms easier. With the help of Augmented Reality, complex data structures are visualized in a web app. Additionally, an intelligent chatbot is also added to help the user get started with Data Structures and Algorithms.
- **Word Encyclopedia** Personal | Aug. 2020
React, React-router, CSS3 📧: [lokeshn011101/WordEncyclopedia](https://github.com/lokeshn011101/WordEncyclopedia)
Receiving a word from the user and fetching its meaning, etymology, pronunciation, and examples from the Oxford API and displaying them in a user-friendly UI.
- **GridGame** Personal | May 2020
Vanilla Javascript, CSS3, HTML5 📧: [lokeshn011101/GridGame](https://github.com/lokeshn011101/GridGame)
A fun number game in which the user should tap all the numbers in a grid, which are generated randomly, in ascending order. The user plays under a timer and the faster he/she taps, the more points he/she earns.

CERTIFICATIONS

- 📄 **Machine Learning:** Stanford University (Coursera), Grade-94.90%
- 📄 **Introduction to Data Science in Python:** University Of Michigan (Coursera), Grade-98.33%
- 📄 **Applied Plotting, Charting & Data Representation in Python:** University Of Michigan (Coursera), Grade-100.00%
- 📄 **Applied Machine Learning in Python:** University Of Michigan (Coursera), Grade-98.41%

ACHIEVEMENTS

- 📄 **HackCBS3.0:** Winner in the best beginner category at HackCBS3.0 for developing a web app called "Teachie Assistant" (Rank-11 among 200+ teams).
- 📄 **CodeChef:** Max Rated 3★. Handle : [lokeshnn](https://www.codechef.com/users/lokeshnn)
- 📄 **Codeforces:** Max Rated 1369. Handle : [lokesh011101](https://www.codeforces.com/profile/lokesh011101)
- 📄 **Hackerrank:** Problem Solving(Basic)