



MARUTHU B

B.TECH IT STUDENT

ASPIRING SOFTWARE DEVELOPER & UI/UX
ENTHUSIAST

CONTACT

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📍 Address:

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🌐 Website

<https://maruthu0202.github.io/Portfolio/>

🐙 GitHub

<https://github.com/maruthu0202>

SOFT SKILLS

- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

TECH SKILLS

- Python (Basic)
- Java, C++ (Intermediate)
- Data Structures
- C, SQL, MySQL
- HTML, CSS (Intermediate)
- UI/UX

LANGUAGES

- English
- Tamil (Fluent)

HOBBIES

- Chess & Strategy Games
- Daily fitness training and workouts
- Athletics (Sprints & Endurance)



PROFILE

Motivated B.Tech IT student at Sri Venkateswara College of Engineering with a strong passion for software development, problem-solving, and UI/UX design. Skilled in Java, web technologies, and system development with hands-on experience from real-world projects. Known for quick learning, leadership, and collaborative teamwork. Actively seeking internship opportunities to apply my skills and build practical experience.



EDUCATION

B.Tech in Information Technology

2023-2027

School of Science | Wardiere University

GPA: 7.9 / 10

Higher Secondary (HSC)

2022-2023

Ariyalur District Government Model School

Percentage: 88%



PROJECTS

School Management System

SEP 2024 - OCT 2024

Built a desktop-based system for managing student records, fee tracking, and academic reporting. Developed GUI using Java Swing and ensured reliable data storage with MySQL integration.

Technologies Used: Java, JDBC, MySQL, Swing

Cybersecurity Awareness Game

APRIL 2025

Built an interactive 2D game using GDevelop to raise awareness about cybersecurity.

Players collect info coins to learn tips (e.g., password safety) and defeat enemies that represent common cybersecurity threats.

Technologies Used: GDevelop, Visual Scripting

Portfolio Website

DEC 2024 - DEC 2024

Designed and developed a personal portfolio showcasing projects and skills. Focused on usability, consistency, and responsive layout.

Technologies Used: HTML, CSS, JS



ACHIEVEMENTS & HACKATHONS

Finalist, Blind Web Forge - AIT Club, SVCE (2024)

Participant, Phish Vortex 1.0 - CyberHub, SVCE (2024)

Competed in Decade Dash - Department of IT, SVCE

Finalist - MAKEATHON 6.0, SVCE (April 2025)

Built a simple game using GDevelop to spread cybersecurity awareness. Selected till the final round with a 6-member team in a 24-hour national hackathon.