

OBJECTIVE

Computer Science student with experience in programming, software development, and problem-solving. Skilled in Python, Java, and C++, with projects in game development and web applications. Passionate about learning and innovation.

CONTACT

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EDUCATION

GOVT HIGH SEC SCHOOL

Anakaputhur, 10th
2021

GOVT HIGH SEC SCHOOL

Anakaputhur, 12th
2021

SRI DEVI ARTS AND SCIENCE COLLEGE

Ponneri, UG
2023

SKILLS

- Python
- HTML
- CSS
- Project management

Mohan J

STUDENT

PROJECTS

TASK MANAGER (PYTHON)

- DEVELOPED A SIMPLE COMMAND-LINE TASK MANAGER USING PYTHON.
- IMPLEMENTED TASK ADDITION, VIEWING, AND DELETION FEATURES.
- USED FILE HANDLING TO STORE TASKS PERSISTENTLY IN A TEXT FILE.
- ENHANCED USER EXPERIENCE WITH AN INTUITIVE MENU-DRIVEN INTERFACE.

PING PONG GAME (PYTHON, TURTLE)

- Developed a two-player Ping Pong game using Python's Turtle module.
- Implemented paddle movement and ball physics with collision detection.
- Designed smooth gameplay with keyboard controls (W/S and Up/Down).
- Enhanced game logic to reset the ball when out of bounds.

DECLARATION

I affirm that the details furnished in this resume are accurate and authentic to the best of my knowledge and belief. I take full responsibility for the correctness of the information provided.