

# NAGARJUN T N



Bachelor of Engineering in Computer science and engineering from BNM Institute of Technology, Bangalore, Affiliated to VTU Belgaum.



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## OBJECTIVE

Seeking a responsible job with an opportunity for professional challenges and to solve problems in an effective manner in a challenging position.

## EDUCATION

1. Graduated with **Computer Science Engineering** in 2018 from **BNM Institute of Technology** under **Visvesvaraya Technological University**, Belagavi.
2. Graduated from second pre-university in 2014 from **Christ Junior College** under Karnataka State pre University Board.
3. Graduated From 10<sup>th</sup> standard in 2012 from **Sudarshan Vidya Mandir** under Karnataka Secondary Education Examination Board.

## EXPERIENCE

### BETSOL

05 February to 03 May 2018

Worked on a project called Skill Matrix. A tool used to analyse the skill of the employees in a particular organization and reporting it with various filters.

### IBNC INDIA

06 July to 20 July 2016

Guide Name: Mr. Santhosh D.

Undergone a training In CCNA-Routing and Switching.

Had done a project titled **University Network Design** with 4 members in the team and presented a report on the same.

### INSPIRE

15 April to 19 April 2013

Was a Science Internship Camp that was sponsored by the Department of Science and Technology, Government of India and conducted by the Christ University, Bangalore .Learnt about Innovation in science Pursuit for Inspired Research .Had presented a poster on "**Role of Science in the Nation's Growth**".

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## TECHNICAL SKILLS

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### Programming Languages Known:

C(Intermediate)  
C++(Intermediate)  
Python(Basics)  
Ruby on Rails(Basics)  
HTML(Intermediate)

### Graphics Software's Used:

Adobe Photoshop(Intermediate)  
Adobe illustrator(Intermediate)  
CorelDraw(Intermediate)  
Blender(Basics)

### Networking Software's Used:

Cisco Packet Tracer  
Putty

### Web Frameworks Used:

Node JS(Intermediate)  
Angular JS (Basics)  
PHP (Basics)  
Bootstrap(Intermediate)

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## SKILLS

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Technical Competency  
Determined and Persistent  
Flexible  
Loyalty  
To work with colleagues in Harmony  
Team Leader  
Enthusiastic  
Focused  
Diligent  
Creative

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## PROJECTS AND COMPETITIONS

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### 1. Skill Matrix

- A project developed as a part of my internship in BETSOL. A corporate tool used to assess the skills and the learning levels of the employees in an organization. Developed using NodeJS, Angular JS and MongoDB as database.

### 2. Design and Implementation of Connection Oriented fair multitask University Network

- This project involved a connection between various departments that were involved in a university network. Each department had 30 users, where wireless access to the network was required. Only authorized personal had access to the wireless network. The incoming and the outgoing traffic was maintained along with some security concepts as well. In this logic I used the multiple Routing Protocols in different areas of the University. Frame Relay Switching Technology available for Wide Area Network was used. Routing Protocols, EIGRP along with the Synchronous Number, Static Routing and its concepts including the Default Routing was applied. The different Routing Protocols were running and it had been synchronized to work with Frame Relay Switching Technology.
- Won the **best project award at departmental level** in the IPL Winter competition 2016 organized by BNM Institute of Technology.

### 3. Energy Conservation House

- This project was about designing an effective and a power saving house. A basic HTML website was created and a model of the House was built so as to display the various energy conservation techniques used in building the house.
- won the best project award in the IPL Winter competition 2015 Organized by BNM Institute of Technology.

### 4. Model a Terrain

- A project developed as a part of eyantra 2016 organized by IIT Bombay sponsored by MHRD, Government of India. In this an autonomous robot (firebird V4) was made to identify the objects and obstacles that it sensed around it using various sensors like color sensor, proximity sensor, white line sensor and sharp sensor. The information collected by this robot was sent to the blender software using xbee communication technology and the terrain was modelled using the blender python.
- The project was qualified to the second stage which was the pre-final stage.

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## PERSONAL INFORMATION

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**Date Of Birth :** 28 September 1996

**Father's Name:** NAGARAJ T A

**Languages Known:**

- English
- Hindi
- Kannada
- Telugu
- Tamil

**Nationality :** Indian

**Hobbies :**

- Coin collection
- Painting
- Reading books
- calligraphy

## 5. Sickness of small scale industries in sangli district

- A case study of the sickness in the small scale industries in the sangli district and analyzed the causes for the closure of the industries in the district. Presented a detailed report on this.

## 6. War Helicopter

- A graphics project on the simulation of the movements of the war helicopter and the shooting of the bullets by the helicopter. The software used were like the visual studio and the OpenGL framework for building the graphics and design the background scenes.

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## SEMINARS AND WORKSHOPS

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1. Attended a 3 day Swift code Workshop conducted by BETSOL and developed a Newsbot that fetched latest news requested.
2. Attended a Workshop on “**Web Page Design Using Homesite**” Conducted by BNMIT-CSE student branch on 13<sup>th</sup> September 2015.
3. Attended a Workshop on “**Ruby on Rails Technology**” Conducted by BNMIT-CSE student branch on 23<sup>rd</sup> and 24<sup>th</sup> March 2017.
4. Won a Second Place in a seminar presentation on the Topic “**Nanoscale Materials for Energy Application**” Conducted by the Science Forum, Christ Junior College.

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## EXTRA CIRRICULAR

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1. An active member in raising funds to help the old aged people and the blind with **HelpAge India**.
2. A member of **Scouts and Guides**, Karnataka and attended many camps organized by them and served as a volunteer for many of the activities.
3. A **district level basketball player** and won the first place in the district level basketball competition that was held at Bangalore.
4. An active member of the **computer society of India (CSI)**.
5. An active member of NGO Bhumi and is a volunteer for teaching in Bangalore Chapter.