PERSIS ANIE ANTONY

CSE UNDERGRAD

persis216@gmail.com
https://peprogram.github.io
linkedin.com/in/persis-anie-antony
+91 9526962163 or +971 55 4482577

PERSONAL PROFILE

I'm an engineering student who loves to code! I usually try to learn new stuff and work on projects to increase knowledge and build experience. I also dabble in Problem-Solving, Web Development, and much more.

AREAS OF EXPERTISE

Object-Oriented Programming
Data Structures & Algorithms
Operating Systems
Web Development
Machine Learning

SKILLS

Programming Languages
C++, Java, Python, SQL, HTML, CSS, JS
Frameworks/Tools
Node.js, Express.js, AWS, MATLAB

Languages
English, Malayalam (*Native Proficiency*)
Hindi (*Professional Working Proficiency*)
Arabic (*Limited Working Proficiency*)

Additional Skills & Interests
Content Writing, Graphic Design, Public Speaking, Photography, Music

WORK EXPERIENCE

DESIGN & DOCUMENTATION EXECUTIVE

TEDxNITRaipur | Jan 2020 - present
- Created eye-catching content for Social Media accounts
- Collaborated with speakers, designed and edited posters

PR & MARKETING EXECUTIVE

Entrepreneurship-Cell NITRR | Jan 2021 - Present
- Increased social media activity and interaction, publicised events
- Contacting speakers, arranging events, marketing the brand

ACADEMIC HISTORY

NATIONAL INSTITUTE OF TECHNOLOGY, RAIPUR

Bachelor of Technology | 2019 - Present
Bachelors in Computer Science & Engineering
Current CPI: 8.20 (Upto 4th semester)

SHARJAH INDIAN SCHOOL, UAE

High School | Graduated in 2019
12th Percentage: 80.0 (2019)
10th CGPA: 9.8 (2017)

ACHIEVEMENTS

- SAT Score: 1360 (2018) - single attempt
- Certified in Algorithms, HTML, CSS & JS, by LinkedIn (2021)
- Participated in many Hackathons and Coding Contests

PROJECTS

NOTED! | Web Application | 2021

- A web-based app to save and store notes.
- Built using Node.js, Express.js, Pug, CSS, JavaScript & JSON files

STUDENT RESULT MANAGEMENT SYSTEM | 2020

- Responsive app for management of student results by teachers
- Used Java and file-based data management

HANGMAN | Word Game | 2019

- Guessing game with multiple levels, designed with arcade-style graphics and sounds, created using C++.
- Uses local file system to store questions and answers