Athikash Jeyaganthan

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Education

University of Nottingham **Sep 2023 - June 2026**

Key Modules: Fundamentals of Artificial Intelligence, Intro to Software Engineering, Databases and Interfaces

Predicted First: **Achieved 80% average First Year**

Beths Grammar School **Sep 2016 – June 2023**

A Level: Mathematics (**A***), Further Mathematics (**A**), Physics (**A**), Computer Science (**A**)

GCSE: **9-6** including **Mathematics (9)** and **English Language (6)**

Skills

- **Programming Languages**: Java, Python, SQL, JavaScript
- **Programs**: SEO London, Tamil Professional Network, Zero Gravity
- **Tools & Technologies**: Git, HTML/CSS
- **Languages:** English (Native), Tamil (Native)

Work Experience

SMART BAR ASSISTANT **July 2024 – Present**

- Supported students with a range of IT services, including Wi-Fi connection, Microsoft 365, etc.
- Provided assistance following comprehensive training, utilising excellent customer service skills.
- Ensured successful resolution of numerous student IT issues, enhancing overall student experience during start of session support.

ZERO GRAVITY MENTOR **May 2024 –Present**

- Provided support in application process for universities, entrance exams and mock exams
- Explained the process and offered guidance on prioritising tasks and requirements
- As a result, student was able achieve A*A*A*A* in mock exams and can apply to all his options

Projects

DATABASE-DRIVEN WEB APPLICATION (HTML/CSS/JAVASCRIPT, SUPABASE) **May 2024 – May 2024**

- Developed a frontend using HTML, CSS, and JavaScript, that connects Supabase PostgreSQL database to allow users to query and update database.
- Connected to backend database hosted on Supabase using its JavaScript client and REST API.
- Achieved a functional web application that allowed users to perform search and update operations on the database.

MACHINE LEARNING FOR MOVIE RATING PREDICTION (PYTHON) **March 2024 – March 2024**

- Applied machine learning techniques to predict movie ratings using a given dataset. Used libraries such as Pandas, NumPy and Scikit-Learn.
- Conducted data analysis, pre-processing, and implemented Linear Regression and NN models.
- Achieved high accuracy and improved prediction precision by 12%.

CHESS PLAYING AI (PYTHON) **Aug 2023 – Aug 2023**

- Developed an AI which was capable of playing chess autonomously.
- Implemented a Minmax algorithm in Python.
- Improved decision-making efficiency and was able to learn the intricacies of chess.

Responsibilities and Achievements

MENTOR, OLYMPIAD COMMITTEE **Sep 2020 – June 2023**

- Selected as a mentor for the school's Olympiad committee to guide students and be guided for national and international competitions.
- Provided revision session, explained practice problems, and offered strategic advice to participants.
- Improved students' problem-solving skills and increased participation rate.