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## **SANAL DAVIS**

Email: <u>sanaldavis@gmail.com</u>

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Blog: <a href="http://www.sanaldavis.blogspot.in">http://www.sanaldavis.blogspot.in</a>

CodeRepo: <a href="https://github.com/sanaldavis">https://github.com/sanaldavis</a>

## ----- Education

2009-2013 B- Tech in Computer Science and Engineering,

Government Engineering College, Sreekrishnapuram

Palakkad (University of Calicut), 7.15 CGPA

2006-2009 Diploma in Computer Engineering,

Maharaja's Technological Institute, Thrissur

Thrissur (State Board of Technical Education, Kerala), 74.71%

2004-2006 Plus Two( Board of Higher Secondary Examination , Kerala), 86.17%

2003-2004 SSLC (Board of Examination, Kerala), 84.60%

Completed the Google's Python Class: <a href="https://github.com/sanaldavis/Google-Python-Exercies">https://github.com/sanaldavis/Google-Python-Exercies</a>

## ----- Technical Skills

Basic Programming skills : C, C++,Python
Operating Systems : Linux , Windows

Database : PostgreSQL,SQLite3

Version control : Revision control with git

Web Technologies : Javascript/HTML 5,Flask, Django

# ----- Hobby Projects

## **Graph Coloring Using Django**

Graph Coloring means first create different nodes and we can select any node. If we select two nodes then its automatically creates vertex. We can give color to it by pressing Color button.

Blog post: <a href="http://sanaldavis.blogspot.in/2014/03/graphapp-using-django.html">http://sanaldavis.blogspot.in/2014/03/graphapp-using-django.html</a>

Github link: <a href="https://github.com/sanaldavis/GraphColor">https://github.com/sanaldavis/GraphColor</a>

#### **Lisp Interpreter in javascript**

An attempt to show how to implement a subset of the scheme dialect of Lisp using Javascript. To be exact it is a Javascript version of scheme interpreter written by Peter norvig in python.

Blog post: <a href="http://www.sanaldavis.blogspot.in/2013/12/lisp-interpreter.html">http://www.sanaldavis.blogspot.in/2013/12/lisp-interpreter.html</a>
Github link: <a href="https://github.com/sanaldavis/Lisp-Interpreter-using-JavaScript">https://github.com/sanaldavis/Lisp-Interpreter-using-JavaScript</a>

## **Blog app using Flask**

A blog app which can be used to write posts, view posts. There are three versions. First one using SQLite3 as database. Second version uses postgresql as database and third one is a funky version with additional login session security.

Blog post: <a href="http://www.sanaldavis.blogspot.in/2014/01/blog-app-using-flask.html">http://www.sanaldavis.blogspot.in/2014/01/blog-app-using-flask.html</a>

Github link: <a href="https://github.com/sanaldavis/MicroBlog">https://github.com/sanaldavis/MicroBlog</a>

https://github.com/sanaldavis/Blog-app-using-PostgreSQL

App link: <a href="http://blogapp-pgsql.herokuapp.com">http://blogapp-pgsql.herokuapp.com</a>

## Paint app using Flask/HTML5

This is a simple paint app i created using javascript in canvas which provides tools like pencil,line,rectangle,circle,eraser etc. Flask is used as web framework. Save option is provided which will store image data as JSON object. PostgreSQL database is used.

Blog post: <a href="http://www.sanaldavis.blogspot.in/2014/02/paint-app-using-flask.html">http://www.sanaldavis.blogspot.in/2014/02/paint-app-using-flask.html</a>

Github link: https://github.com/sanaldavis/PaintApp-Flask

App link: <a href="http://paintapp-flask.herokuapp.com/">http://paintapp-flask.herokuapp.com/</a>

#### Paint App using Django/HTML5

A basic paint application using JavaScript and HTML 5/canvas. Provides almost all basic paint functions. Web framework used is Django. The backend database is PostgreSQL.

Blog post: <a href="http://www.sanaldavis.blogspot.in/2014/02/paint-app-using-django.html">http://www.sanaldavis.blogspot.in/2014/02/paint-app-using-django.html</a>

Github link: <a href="https://github.com/sanaldavis/PaintApp-Django">https://github.com/sanaldavis/PaintApp-Django</a>

#### **Blog App using Django/HTML5**

A basic blog application using JavaScript and HTML 5/canvas. Provides almost all basic blog functions like blog post, blog view, login session. Web framework used is Django. The backend database is PostgreSQL.

Blog post: <a href="http://www.sanaldavis.blogspot.in/2014/03/blog-app-using-django.html">http://www.sanaldavis.blogspot.in/2014/03/blog-app-using-django.html</a>

Github link: <a href="https://github.com/sanaldavis/Blog-app-using-Django">https://github.com/sanaldavis/Blog-app-using-Django</a>

#### **Huffman data compression**

It is an entropy encoding algorithm used for lossless data compression. The term refers to the use of a variable-length code table for encoding character in a file where the variable-length code table has been derived in a particular way based on the estimated probability of occurrence for each possible value of character. Its done in JavaScript.

Blog post: <a href="http://www.sanaldavis.blogspot.in/2013/11/huffman-data-compression.html">http://www.sanaldavis.blogspot.in/2013/11/huffman-data-compression.html</a>

Github link: https://github.com/sanaldavis/Huffman

----- Academic Projects and Seminars

Mini Project: Examination Result Automation and Analysis

In this proposed system, the result of all the data will be retrieved from the

university database and will be saved in a single file. The result can be analysed in

different ways such as class-wise, subject-wise, and so on according to the users

perspective. Our main aim of this project is to reduce the manual work. We focus on

retrieval of results of students in a concise manner. The entire result of students can be

retrieved by entering their first and last register number. Also, a bar chart is used to

represent the percentage of success in each subject and analysis can be done based on

it.

Github link: <a href="https://github.com/sanaldavis/MiniProject">https://github.com/sanaldavis/MiniProject</a>

Main Project: Geographic Information System for Planning and Developing

Road/Rails

The aim of the project is to estimate the amount of earth to fill an area over to

remove from an area, in order to widening a road between two points on a map. This

information helps in estimating the cost as well as labour charge for road developments.

The elevations of different points on a map can be easily obtained. The elevation of the

areas between these two points is calculated help of an open source Geographic

Information System(GIS) tool. This can be done taking in to a account the fact that maps

are stored in layers; one for roads, one for vegitation and so on. Geographic Information

System(GIS) is a computer based information sysyem that enables storing, modeling,

manipulation, retrieval, analysis and presentation of geographically referred data.

Github link: <a href="https://github.com/sanaldavis/MainProject">https://github.com/sanaldavis/MainProject</a>

Seminar: An Integrated Power Consumption Model for Distributed Systems

Here, discuss how much electric power a server consumes since the power

consumption of a client is neglectable compared with a server. A server mainly consumes

CPU resources to perform the transaction-based applications.

Seminar Report : <a href="https://github.com/sanaldavis/Seminar-Report">https://github.com/sanaldavis/Seminar-Report</a>

## ----- Extra- Curricular activities

- Event organizer of coding competition in INVENTO 2012, a tech fest organized by IEEE Student Branch.
- Active member in FOSS community at GEC Sreekrishnapuram , Palakkad
- Active member in NSS community at GEC Sreekrishnapuram , Palakkad
- Participated in GHATECH -2011, a tech fest organized by IEEE Student Branch
- Elected as a "General Captian" in 2012 GEC Campus Election
- Elected as a "Fourth Year Rep" in 2013 GEC Campus Election
- Represented in GEC Football Team 2011,2012,2013

#### ----- Declaration

I do here by declare that at all the information furnished above are true, complete and correct to the best of my knowledge and belief.

Place: THRISSUR SANAL DAVIS

Date: 28/02/2014