SHREYAS N

I'm seeking to join a highly reputed organization to enhance my knowledge further and contribute to my professional growth and the organization's success.

Contact

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📞 9113999537

Li http://surl.li/soldb

Academic Details

- **Bachelor of Engineering (B.E) in Electronic and communication**
  PESITM Engineering College,
  Shivamogga 577204
  CGPA: - 6.91
  Completed in 2024

- **Per-University (PU)PCMB**
  BGS PU College Gurupura
  Shivamogga;
  Aggregate: - 75.5%
  Completed in 2020

- **SSLC (10th)**
  BGS School Gurupura
  Shivamogga
  Aggregate: - 81.92%
  Completed in 2018

Soft Skill

Creativity | Adaptable | Collaborative | Leader| Team work|

Technical Skills

- **Programming Languages:** Java, Python, SQL, HTML, CSS, Verilog
- **Frameworks/Tools:** Eclipse, PyCharm, Cadence, Xilinx, Vivado
- **Database Management:** MySQL, SQL
- **Operating Systems:** Windows, Linux
- **API Development:** OpenAI API, Gemini API, REST APIs.
- **Software Engineering:** Object-Oriented Programming (OOP), Data Structures, Algorithms

Profile Summary

Enthusiastic and detail-oriented Electronics and Communication Engineering graduate with experience in Java development, VLSI design, and real-time project implementation. Skilled in Java, Python, SQL, and Verilog, with hands-on experience in building AI-powered applications and embedded systems, and seeking an entry-level role as a Java Developer or Software Engineer to contribute technical expertise and innovation to the team.

Academic projects

- **Chat GPT turbo 5 using Java**

  A chatbot that helps users by answering questions.
  - Developed a Java-based chatbot utilizing ***OpenAI's API*** and ***JSON*** for natural language processing and Reduced ***API*** response time by ***20%***
  - Integrated API in ***Eclipse IDE***, handled user input, and structured response formatting.

- **TIC-TAC-TOE (**https://github.com/shrey31-N/Tic_Tac_Toe**)**

  A Java-based console game with a simple interface.
  - Implemented game logic using ***object-oriented*** programming principles and Improved game performance by optimizing code structure.
  - Designed efficient code structure to manage game states and user input.

- **A High-Speed VLSI Architecture Design of Canonical Huffman Encoder**
  - Designed a high-speed ***VLSI architecture*** for data compression using the ***Canonical Huffman*** method, optimizing chip performance for efficient data processing.
  - Focused on ***large-scale*** integration (VLSI) design to reduce data size and improve processing speed in applications requiring compression.

Internship and Certifications

- I did my internship at **Bharat Electronics Limited (BEL)**, where I acquired experience in the manufacturing and functioning of military gadgets. (Duration:- 1 Month)
- Pursuing a **Java** course at **TAP Academy**.
- **Certifications:** http://surl.li/soquz

Achievements

- **State-level robo race competition- 'SRISHTI'**
  2nd Prize held at BMS College of Engineering 2022.
- **State level circuit making competition – 'SRISHTI'**
  2nd Prize held at BMS College of Engineering 2022.
- **State-level Mind sprint competition – 'AIKYA'**
  2nd Prize held at East Point College of Engineering -2023.