

SIVARJUEEN RAVICHANDRAN

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PERSONAL

Flexible, creative, resilient and organised student with a passion for computers and technology. Keen to use team building and management experience as well as personable and approachable qualities developed through work experience with an international civil engineering company. A meticulous problem-solver that can work independently or in a group. Tenacious and willing to complete tasks on time as demonstrated by work experience.

EDUCATION

2015 -

University of Birmingham, Birmingham

- 3rd Year in MSci Computer Science with a Year in Industry (5 years)
- Average of over 80% in first two years. Modules include Java, Software Engineering, Functional Computing, AI, C/C++, Databases, Graphics and Computer Security

2013 - 2015

Bablake School, Coventry

- 4A*s at A Level in Mathematics, Further Mathematics, Physics and Chemistry

2008 - 2013

Cardinal Newman School, Coventry

- 13 GCSEs (10A* and 3A) including English, Mathematics, German and Spanish
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SKILLS AND ACHIEVEMENTS

- Gold CREST award for Engineering Education Scheme 2013/2014
 - Gold Award in UK Senior Maths Challenge in 2013
 - Confident IT skills and use of software including JUnit, Git, Eclipse, IntelliJ, Android Studio, Unity, Unreal Engine 4, Microsoft Office and Linux OS
 - Confident in Java, Python, OCaml and Haskell programming languages
 - Strong knowledge of C, C++, C#, HTML, CSS and SQL programming languages
 - Familiar with Software Engineering principles (Agile, UML Diagrams, Scrum, TDD)
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WORK EXPERIENCE

Jul 17 - Sep 17

KNOWHOW COLLEAGUE AND CUSTOMER SERVICES

Dixons Carphone Retail, Coventry

- Worked in the Knowhow department of a Currys PC World megastore in Coventry
- Tasks involved repairing laptops, tablets and PCs with software issues, setting up newly purchased PCs and processing customer queries such as refunds and exchanges
- Received positive feedback from line manager

Nov 13 - May 14

ENGINEERING EDUCATION SCHEME

ARUP Civil Engineering, Solihull

- Led a team of 4 students in designing and developing sustainable infrastructure in Hong Kong
 - Provided 3D CAD Model of a Bridge with sustainable technology
 - Provided a written report of tasks undertaken and obstacles overcome
 - Shared ideas in the form of a presentation to a panel of professional Engineers
 - Received 100% positive feedback from ARUP Engineers
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INTERESTS

- Making games and applications for real world uses
 - Playing casual sports and tutoring GCSE and A-Level students
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PROJECTS

Jan 17 - Mar 17

YEAR 2 TEAM PROJECT

UNIVERSITY OF BIRMINGHAM

- Worked with a team of 6 students for 11 weeks to develop a video game in Java
- Used Git to aid with collaboration
- Followed Software Engineering Principles to produce reports which included requirements, UML diagrams, Test Plan and Test Results

Mar 17

BRUMHACK - HACKATHON

CAPGEMINI/MAGIC42

- Worked with a team of 4 students from around the UK to develop a Python script which uses employee data from a CSV file to produce a HTML page of Business Cards

Mar 17

GE HACK - HACKATHON

GENERAL ELECTRIC

- Main challenge is to make our cities smarter with the use of APIs
- Worked with a team of 5 students for 20 hours to design and develop an android mobile application that teaches users about how they can save the environment while at the same time improving their health and gaining financial benefits
- Major features include a Step tracker, implemented with the Google Sensor API; a graphical view of how much CO2 the user has saved, by considering the user's biometric data, and a store in which the users can trade in their steps for vouchers to buy healthy products. This also acts as advertisement for companies selling these products
- Presented the app to a panel of employees from GE and won 1st place

Jun 16

BIRMINGHAM PROJECT

IBM

- Worked with a team of 5 students for 2 weeks to design and develop an android mobile application
- Main purpose of the application is to enable student musicians to share their talent
- Used POPAPP to prototype and Android Studio to develop the app
- Presented to a panel of IBM engineers and other students and received positive feedback

Jan 16 - Apr 16

ROBOT WAREHOUSE PROJECT

ROBOT PROGRAMMING

- Worked with a team of 6 students for a semester to program 3 LeJOS NXT Robots using Java
 - Aim is to develop an automated Robot Warehouse in which the robots collect items and deliver them to a drop-off location in a cost and time efficient manner
 - Used Git to collaborate and share work with other team members
 - Achieved First Class result and was asked to demonstrate our work to new students
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REFERENCES - Available on request