S J Saravanan

sjs7007@gmail.com

12-C Annapurna,
Anushaktinagar,
Mumbai - 400 094
+91-9969085627

Academic Qualification

Qualification	Specialization	Institute	Year	%
B.E.	Computer Engineering	University of Mumbai	2015(expected)	70 %
12^{th} HSC	Elec. Maintenance Vocational	Atomic Energy Junior College Mumbai	2011	85.83 %
10^{th} CBSE		Atomic Energy Central School No 4	2009	89.8 %

Academic Projects

- **Code Runner** : An online compiler to compile your programs and displays its output. It currently supports Java, C, C++, Python programs and Bash Shell scripts. Support for more languages can be easily integrated. The motivation behind it was to be able to provide students of an academic institution access to multiple languages where most of the work is normally done in Windows and limited to languages like TC++ and Java [src].
- **A Book Recommendations Application** : A web application that gives you book recommendations based on how you rate other books present in the database. The recommendation logic is based on the Personality Diagnosis approach presented in this **paper**. Along with a list of recommended books their ISBN numbers are returned and a form is provided where the user can enter the ISBN number of specific books to get more information about them. This information is fetched dynamically from the Good Reads site using their API. [src].

Internships

- Remote Internship with **Prof. Rupesh Nasre**, CSE Faculty, IIT Madras(January 2014 - June 2014) : To analyze and compare different programs a set of programs was created. For the analysis portion, memory usage of program is calculated which gives information like memory used by each of the program segments and total memory used. For comparision of two different programs and inferring similarity the structure of control flow graph structure is compared along with comparing the output values for a number of test cases. [src].
- Internship at Bhabha Atomic Research Center(11th June 2013 - 6th July 2013) : The basic aim of the internship was to study the lighting effects of a fixed source of light on a given 3D model. The final rendering of the object depended on a number of parameters like, the material properties of the object, the color of the light source and the position of the object relative to the light source. The material properties could be changed via a GUI and the model rotated and translated via keybord.

Awards

- Secured Silver Medal for achieving 4th rank in college in First Year of BE among approximately 450 students.
- Secured Second place in Inter-CSI-League in TATVA CONVERGENCE 2013.

Skills and Capabilities

- Programming: Java, Python, C++
- Scripting & others: Bash
- System tools and Editors: vim, git
- Web Development : Node.js, Heroku, Bootstrap, HTML

Cocurriculars

- Conducted Linux Workshop at **SAKEC**.

Other Experience

- **Snake Game** : A primitive snake game similar to the ones found in old Nokia b&w phones [src].
- Worked on Raspberry Pi
- Github Profile
- Scripts for downloading videos : Coursera, Streaming Video Downloader