Srujan P R

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Professional Summary

Third-year Computer Science and Engineering undergraduate with a passion for web development and software development. Proficient in Python, Java, HTML, and CSS, and keen interest in Data structures and Algorithms and also passion for leveraging technology to create some solutions.

Technical Skills

Programming Languages: Python (Basics), C(Basics), C++ (Basics),java(Basics).
Development: Data Structures &Algorithms (Beginner).

Web Technology: HTML, CSS, javascript (Intermediate).
Database Management: SQL (Basic).

Soft Skills

Communication.

Adaptability.

Management.

Education

Bachelor of Engineering in Computer Science and Engineering ATME College of Engineering, Mysore.

Pre-University Certificate (PUC) Government PU College, Bannur Santemala.
High School Shree Pragna Gurukula, Kanchanahalli, Bannur.

Certifications:

⟩ Certificate of Participation in Azure Developer Day-Bengaluru Workshop organised by Azure Developer Community, **Microsoft Luxor**, Bengaluru (February 22, 2025).

⟩ **Introduction to Cyber Security**, Infosys Springboard (July 16, 2024).

⟩ **Java Programming Fundamentals**, Infosys Springboard (December 15, 2024).

⟩ **Strategic Innovation: Building and Sustaining Innovative Organizations,** University of Illinois Urbana-Champaign (Coursera) (April 2, 2023).

⟩ **Design Thinking for Innovation**, University of Virginia (Coursera) (April 1, 2023).

Projects:

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1. Project Name: PurePlantPicks–An e-commerce website of Eco-friendly-products.

- Developed a mini web project focusing on eco-friendly-products.

- Created functional web pages employing HTML, CSS, and JavaScript to enhance user experience.

- Implemented a login section and e-commerce webpage to make user experience.

- Includes the user to fill Login, order theire likely products.

- Enabled users to get information about each product by videos of daily activity and government implemented activities.

2. Project Name: Snake Game.

- Developed a simple Snake game using Python programming language.

- Features like Snake gameplay, scorekeeping, collision detection, random apple generation.

- Used Technologies are Pygame, Python, Object-Oriented Programming (OOPS).

- Provided a grid interface for interactive game play or application.

3. Project Name: Library Management System.

- Developed simple Library management system using Python programming language.

- Used features are Item management, check-out/return, overdue fines, search, inventory management.

- Technology - Python, Object-Oriented Programming (OOP), DateTime Module.