

Suganeshwaran S

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OBJECTIVE

Mechanical engineer with a strong analytical background and a passion for software development, seeking to transition into a software engineering role. Eager to apply problem-solving skills, a solid foundation in programming, and a continuous learning mindset to contribute to innovative projects in a tech-driven environment

EDUCATION

- **Bachelor of Engineering (B.E)**
Government College of Engineering, Salem
Expected Graduation: July, 2025
Current Status: 3rd year with 7.8CGPA
 - **Higher Secondary (12th)**
Dhanalakshmi Srinivasan Higher Secondary School, Perambalur
Year of Completion: 2021
Percentage: 87.85%
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SKILLS:

- **Programming Languages:** Java, Python, C
 - **Database:** SQL (MySQL)
 - **Web Development:** HTML, CSS, Javascript
 - **Version Control:** Git, GitHub
 - **Office Suite:** Microsoft Excel
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MINI PROJECTS

- **PORTFOLIO WEBSITE**
Designed and developed a fully responsive portfolio website to showcase my projects, skills, and professional experience.
- **SNAKE GAME WITH OOPS CONCEPT**
Developed a classic Snake game using Python, where the snake grows in length as it consumes food. Implemented a feature to save the highest score in an external file, allowing the game to retain the top score between sessions
- **PADDLE GAME WITH INCREASING OF LEVELS**
Developed a Pong game in Python with increasing difficulty levels based on the player's score. Utilized object-oriented programming to manage game elements, including paddle control, ball movement, and score tracking.
- **TURTLE ROAD CROSSING AND RACE GAMES**
Developed Python-based mini-games using Turtle graphics, incorporating object-oriented design. Both games feature escalating challenges, with difficulty levels that adapt based on player performance.
- **US STATES QUIZ GAME USING PANDAS**
Developed an mini interactive quiz game using Python's Turtle and Pandas, where users identify US states on a map. Unidentified states are logged and saved to a text file, providing feedback for further learning.
- **BLACKJACK AND HIGHER OR LOWER GAMES**
Developed engaging card and guessing games with Python, featuring game mechanics and player interaction.

ACHIEVEMENTS

- **State Level Certificate** in 400m Track Event(2018)
 - **Divisional Level & District Level Awards:**
 1. 100m Track Event: Winner (2018, 2019, 2020)
 2. 200m Track Event: Winner (2018, 2019, 2020)
 3. 400m Track Event: Winner (2018, 2019, 2020)
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LANGUAGES

- **Tamil:** Native Speaker
 - **English:** Intermediate
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ADD-ONS

- **SolidWorks Internship:**

Developed 3D models and simulations for various mechanical components. Created detailed engineering drawings and conducted design analysis.
 - **Student Database Management System:**

Currently developing a student database with CRUD operations using Python and MySQL. Working on implementing efficient data management features and applying best practices to ensure successful completion.
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LINKS

- **LinkedIn:** <http://surl.li/hcvkke>
- **GitHub:** <https://github.com/suganeshs>
- **Portfolio Website:** https://suganeshs.github.io/MY_PORTFOLIO/