

THEJAS THOMAS MATHEW

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SUMMARY

Skilled in programming and AI development, I have contributed to projects like a task management system (1st runner-up at Eden 3.0) and an AI-based healthcare solution (winning team at Sinova'24). Currently, I am working on a Multi-Agent Career Assistant for AI-driven career guidance and the Snacker Vending Machine App for seamless QR-based vending. Pursuing a B.Tech in Computer Science with AI at Providence College of Engineering (2022–2026), I have a strong foundation in AI, backend development, problem-solving, and teamwork.

EDUCATION

Bachelor of Computer Science with AI

4th year Btech CSE(Artificial Intelligence) student at,
Providence College of Engineering·Chengannur, Allapuzha·2026

High School Diploma

Infant Jesus ISCE School ·Mavelikkara
Higher Secondary-12th (79%) . 2022 SSLC (89%) . 2020

SKILLS

Programming Language: Python, C, Java.

AI & ML: TensorFlow, Scikit-Learn, LangChain, CrewAI, NLTK, Multi-Agent Systems, Streamlit, Plotly, Requests, pyPDF2.

Soft Skills: Problem Solving, Team Working, Market Research, Customer Experience, Time and Activity Management.

Databases & Tools: MySQL, Git, Firebase. **Web Development:** HTML, CSS, JavaScript, React.js

PROJECT

AI-Driven Career Assistant Multi-Agent System for Personalized Job Guidance and Skill Development

Providence College of Engineering·December 2024 - February 2025 ·Multi-Agent Career Assistant is an AI-driven system that provides personalized career guidance using NLP and ML. It analyzes resumes to suggest jobs, skill improvements, and career paths. The system automates tasks through multi-agent collaboration for efficient decision-making. It enhances job search and skill development with real-time insights.

Snacker Vending Machine

Providence College of Engineering·www.snacker.in.net·July 2024 - August 2024 ·Snacker Vending Machine App enables seamless snack purchases using QR codes, reducing wait times and improving convenience. Users scan a QR code to select and pay for items instantly. The system ensures real-time transactions with efficient backend integration. It enhances vending machine accessibility through a user-friendly design.

AWARDS AND HONORS

Runner UP at EDEN 3.0 (Hackathon) - Zenwork

Marian College Thiruvanthapuram·2024 ·Secured 1st runner-up at Eden 3.0 by contributing to the development of a task management system aimed at improving team collaboration.

Sinova'24 Hackathon Winners - Rapid Rescue

SCMS School of Technology and Management·2024 ·Developed an AI-based healthcare solution that analyzed symptoms to suggest potential diagnoses, showcasing innovation in health tech