Vishnu Brahman S

OBJECTIVE

To obtain a challenging position in a high quality engineering environment where my resourceful experience and academic skills will add value to organizational operations. To be placed in a company in which I can use my technical skills and leadership qualities for the upliftment of the company and personal growth.

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7867893813

codewithmagic.github.io/

EDUCATION

Bachelor of Engineering(BE) Karpagam College Of Engineering

08/2019 - 04/2023 8.07

Courses

Electronic and Communication Engineering

Higher Secondary Certificate(HSC)

Ram Jayam School Cumbum

01/2018 - 03/2019 62

Courses

- BIOMATHS

Secondary School Leaving Certificate(SSLC)

Ram Jayam School Cumbum

01/2016 - 03/2017 86

INTERNSHIP

Internet of Things (IOT) APPIN TECHNOLOGY

09/2020 - 10/2020

The Internet of Things (IoT) is a network of physical devices that can connect and exchange data with each other without human intervention.

Web Development

Nexus Intern

11/2023 - 12/2023

By developing my web development abilities and giving me practical application experience, this internship at Nexus will further my career and help me achieve my objective of becoming a skilled.

Web ApplicationMVN Evolution

05/2021 - 06/2021

web Application to simplifies and standardizes the project build process.

SKILLS

Java Html Css Java Script Bootstrap

PROJECTS

Object Detection Sensor (2022 - 2023)

 The purpose of the project is to sense some object of the surroundings, measure the heat of an object as well as detects the motion.

Spy Cam Robot (2021 - 2022)

 This project allows us to set up a video streaming web server, build a surveillance camera, take photos, face recognition and detection, and much more.

Portfolio (2023)

 I create a digital portfolio for my self. HTML, CSS and Java Script Building a Multi-Page Website.

Landing page (2023)

 I create a digital landing page for my self. HTML, CSS and JS-Building a Multi-Page Website.

CERTIFICATES

Java full stack development (05/2023 - 11/2023) Ospiders, chennai.

Coursera (12/2021)

Introduction to Basic Game Development.

Coursera (12/2021)

Java Object-Oriented Programming Structure concepts.