VAISHNAVI MERLI

Ph: +91-7348825455 || Mail ID-vaishnavimerli@gmail.com
H No. Banashankri crest , Ground floor, 14th main road
Attiguppe, Bangalore-560040
LinkedIn: linkedin.com/in/vaishnavi-merli-846594289

SUMMARY

An engineering student with prior experience in technical team of web development through internships an. Keeping a close eye on emergent technologies,looking for an opportunity that would help improve professional and domain skills, enhance my knowledge, and dedicate the skills acquired for the overall benefit of the organization.

EDUCATION QUALIFICATIONS

Course	Board/University	Institution	Aggregate	Year of Passing
Bachelor of Engineering (EEE)	VTU Belagavi	PDA College of Engineering Gulbarga	7.07cgpa	2023
Senior Secondary (12th)	Karnataka Pre University Board	Shaheen Ind PU College Bidar	71%	2019
Secondary School (SSLC)	Central Board of Secondary Education Examination	Guru Nanak Public School Bidar	8.6cgpa	2017

SKILLS

Languages :JAVA, JDBC, My SQL, C, HTML, CSS
Interface : HTML, CSS
Technologies: Web Development, IoT

WORK EXPERIENCE

PORTFOLIO | Frontend Developer
Technologies: HTML CSS UI/UX
Developing official portfolio which is a compliation of academic and professional materials that exemplifies your beliefs ,skills ,qualification ,education ,training and experiences.

PROJECTS

1:‘Smart Mixer Grinder’ |Group of 2

- Technologies: Arduino uno , Microcontroller 8051, Bluetooth module(Hc-05), Dc motor[IOT Based Project]
- A Smart Mixer Grinder using Bluetooth can be designed by intergrating a Bluetooth module with the mixer grinder and creating a corresponding mobile app.
- The app would allow the users to control the mixer remotely for adjusting the speed , time duration or even accessing reciepes.
- Bluetooth communication facilities the connection between the mobile device and the mixer grinder

2:Gesture Controlled Robot

Technologies: Arduino uno ,microcontroller

Gesture recognition is a topic in science and language technology with the goal of interpreting human gestures via mathematical algorithms. Gestures can originate from any bodily motion or state but commonly originate from the face or hand. Users can use simple gestures to control or interact with devices without physically touching them. Many approaches have been made using cameras and computer vision algorithms to interpret sign languages. However, the identification and recognition of posture, gait, proxemics, and human behaviors is also the subject of gesture recognition techniques

ACHIEVEMENTS & ACTIVITIES

- Runner Up in technovision 2023 held in our EEE department
- Full Stack Web Developer certification by Tap Academy

Date: 12/03/2024