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Education

Sri Sivasubramaniya Nadar College of Engineering

BE in Computer Science and Engineering, 3rd year

Oct. 2022 - Apr 2026 Chennai, TN

Nagarjuna Pre-University

HSC (93.8%)

Aug. 2020 - Apr 2022

Bengaluru, KA

Technical Skills

Languages: Python, Java, C, HTML/CSS, SQL, Julia Developer Tools: VS Code, Eclipse, Android Studio Technologies/Frameworks: Linux, Flutter, JavaFX

Relevant Coursework

• Algorithms Analysis

• Data Structures

• Database Management

• Data Science

• Operating Systems • OOPS

• Computer Architecture

Experience

EatEase June 2024

Project Lead Chennai, TN

• Successfully led the development of a comprehensive food delivery management system using SQL and NetBeans.

• This project involved overseeing a team of 2 developers to design, implement, and deploy an application that streamlined the food ordering and delivery process.

Projects

ShoreSecure | Flutter, Firebase

August 2024-Present

- Currently designing and implementing a coastal tourism mobile app using Flutter. The app aims to integrate real-time weather and oceanic condition data to provide users with safety alerts and insights into beach suitability.
- In the process of leveraging Firebase for backend services, including real-time database management and user authentication, to ensure a secure and seamless user experience.
- Created a visually appealing and minimalistic UI to enhance user engagement. The design will focus on intuitive navigation and providing clear, actionable insights based on geospatial and environmental data.

Weatherly | Flutter, Android Studio, Firebase

February 2024

- Developed an Android application using Flutter and Android Studio, enhancing user experience with a visually appealing and intuitive UI.
- Integrated OpenWeather API to provide real-time weather updates, ensuring users receive accurate and up-to-date information.
- Optimized app performance, reducing load time by 50% through efficient coding practices and optimization techniques.
- Leveraged Firebase for backend support, managing user data and boosting application scalability and performance by 40%.

Blocky Blitz | Java, JavaFX

December 2023

- Developed an interactive game using the JavaFX framework, achieving a seamless user experience and visually appealing graphics.
- Architected object-oriented programming (OOP) principles, ensuring modular, reusable, and maintainable code.
- Executed rigorous testing and debugging, reducing the number of bugs by 80% and increasing overall game stability.
- Devised and incorporated multiple game levels and obstacles, boosting user engagement by 50% and enhancing gameplay complexity.

Achievements

Merit scholarship

November 2022

SSN College Of Engineering

- Awarded a prestigious merit scholarship for achieving top 3 ranking in the Computer Science department during the first year of engineering.
- Shortlisted for the Smart India Hackathon (SIH) 2023 for developing an innovative machine learning model for sentiment analysis on social media comments.