

Contact

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HUBLI,KARNATAKA

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Education

KLE INSTITUE OF TECHNOLOGY HUBLI
MECHANICAL ENGINEERING

Pass out in 2022 **6.33 CGPA**

Skills

Python

HTML

CSS

JavaScript

Personal Skills

Team Player

Quick Learner

Leadership

Language

English

Kannada

Hindi

VINAYAK B HULYAL

To land a job in a organisation that offers a stimulating learning environment for developing and putting into practice new ideas for the company's development. Looking for entry level employment where I can develop my abilities as a expert and help a firm succeed overall.

Links:

COVID TRACKER: https://vins9526.github.io/Covid-Tracker/ **MY PORTFOLIO**: https://vins9526.github.io/Portfolio/

PROJECTS

OProjects carried out in Engineering:

Design And Development:

Groundnut Sheller may be a simple machine or device made of metal or a combination of materials which is designed to separate the kernels from a shell of the peanut. These machines were developed to scale back the amount of manual labour. Groundnut shellers are available in handheld, portable, motorized and enormous commercial sized units. Shelling is that the removal of the groundnut

OExtra-Curricular Activity:

Automated Guided vehicle:

Designed and developed Automated Guided vehicle (AGV named as PRADHAYA) for use in ·in COVID-19 Wards at KIMS hospital Hubli. This prototype model is researched and built for the delivery of food and medicine supply to the Covid patients where the contact between the covid staff and patients can be minimized. This model is designed to take payload of 10kg and line follower technique is used to guide the vehicle, this model can operate both automatic and manually.

Hands-free Sanitizer Machine:

Designed and developed Hands-free Sanitizer Machine during pandemic COVID-19 lockdown period and installed in KIMS Hubli which is inaugurated by Minister of Large and Medium Scale Industries (2020) Jagadeesh Shettar.

OPython projects:

Random password generator:

To create a program that takes a number and generate a random password length of that number by taking random module, joining strings, taking input then Create a string with all characters, then take random characters from it and concatenate each char to make a big string.

Dice roll simulator:

The goal is to create a program that will simulate the roll of dice and by Using a random module generate a random number between the range from 1 to 6 when the user wants.

Treasure Hunter:

In this Project,I have created a game in Python,where there are three character,they are person,Treasure,Devil and space of blocks are designed in the game for positions of all three character and two stages are set, the code is written is such a way that based on moment of man two types of result will be displayed one is "Treasure is Hunted" means "won" and another one is "Devil has Eaten you" means "lost" and program ends, for every position of "person" four possible ways are given and only of that will lead him to next stage, for taking repetitive steps "loops" are used.