



# Annapoorani Anantharaman

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- Annapoorani A

## Certifications

- Certified in Codechef Data Structures and Algorithms Programme (CCDSAP)- 2018
- Certified in Cryptography and Network Security exam conducted by NPTEL from IIT Kharagpur, 2018)
- Certified in Introduction to Modern Application Development exam conducted by NPTEL from IIT Madras - 2017)
- Udemy certifications in Java, JavaScript, Unity - 2021

## Technologies

C, C++, Java, Python, C, Unity, Android, JS, HTML5, CSS3, shell scripting

## Activities

- Worked as a member of Computer Society of India (CSI)
- Was student ambassador of Codechef in 2018
- Attended workshop by Nvidia on AI and Ray Tracing technology used in games.
- Attended LawTech conference on Artificial Intelligence in Indian Institute of Technology, Madras
- Won 'CodeSpeaks' coding contest, Jeppiaar Engineering College

## Education

2021 – current	<b>M.Tech in Computer Science and Engineering</b> International Institute of Information Technology - Hyderabad	Hyderabad
2016 – 2020	<b>B.Tech in Computer Science and Engineering</b> Jeppiaar Engineering College - CGPA: 8.84	Chennai
2014 – 2016	<b>12th standard</b> The Ashram Higher Secondary School - State Board - Marks: 94.58%	Chennai
2012 – 2014	<b>10th standard</b> The Ashram School - ICSE - Marks: 91.33%	Chennai

## Internships

May 21 - June 21, 2018	<b>Intern at Sify Technologies Limited</b> Interned for one month in Web Development. Learnt to use web development technologies like HTML, CSS and javascript in order to build a chat web application in a runtime environment.	Chennai
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## Industrial Training

August 2018 - October 2018	<b>Wipro Limited</b> Java training for 2.5 months by the company at Jeppiaar Engineering College. Object Oriented, logical thinking and use of Collections Framework.	Chennai
November 2017	<b>Kashiv info-tech</b> Training in networking and security	Chennai

## Projects

2020	<b>Almond - chatbot</b> <i>Android, Java, Artificial Intelligence</i> A chatbot that assists and acts as a companion for the elderly using Artificial Intelligence. Offers a multimodal interface with many features. Made using Android Studio.
2021	<b>Ball breaker - game</b> <i>Unity, C#</i> Single player game whose goal is to use a paddle to bounce balls to hit blocks. There are several levels and the player is provided with hearts to mark lives. Power ups are available and a score board keeps track of the users score. Made using Unity Editor and Visual studio
2019	<b>Touch-me-not - game</b> <i>C++</i> A single-player game using Object Oriented Programming, dynamic programming concepts and accessing coordinates of points using windows.h header. The game allows to move keys w,s,d,l in order to move dots which get longer when they run. Added features to improve complexity. The goal of the game is to not let the dots touch each other or itself. Developed in Dev C++ editor
2018	<b>Anchor - chat application</b> <i>Javascript, HTML 5, CSS 3, Node JS</i> Brief Description: A Chat Application built by using NodeJS runtime and framework like Express JS. It allows multiple players to chat with each other and displays a list of people online at a given instance.

## Publication

2020	<b>Paper on Almond - a chatbot using AI that assists and acts as a companion for the elderly</b> Paper on , published in 6th international conference on science, technology, engineering and management(ICONSTEM).	Chennai
2019	<b>A study of logistic regression and its optimization techniques using Octave</b> Published a paper on machine learning in SSRG IJCSE – International Journal of Computer Science and Engineering	Chennai