VISWA R

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CAREER OBJECTIVE:

To begin my career in a dynamic and growth-oriented organization where I can apply my skills, enhance my knowledge, and contribute to innovative projects while developing as a professional.

ACADEMIC BACKGROUNAD:

Qualification	School/College	Year Of Passing	CGPA/Percentage
B.E (Computer Science and Design)	Karpagam Academy of Higher Education	2026	6.6*
HSC	P.A.C.M Higher Secondary School	2022	76.8
SSLC	P.A.C.M Higher Secondary School	2020	71.8

PROJECT DETAILS:

Title: HANGMAN GAME

Abstract: The project implementations the classic Hangaman game with scoring and visual elements for an engaging user experience.Player guess a hidden word within a limited number of attempts,earnings points for correct guesses while a hangman figure is dawn for incorrect ones.The game features dynamic visuals and a competitive scoring system to enhance interactivity.

Language: Python.

TECHNICAL SKILLS:

Programming Language:
- C
- Python
- Java

Web Technology:
- HTML
- CSS

Data Base:
- MY SQL

CERTIFICATES:

- Certified in 'C fundamentals' by Infosys.

- Certified in AI-First Software Engineering by Infosys.

- Certified in Introduction to Cloud Computing by Simplilearn.

- Certified in Introduction to Computer Networking by Simplilearn.

PERSONAL TRAITS:

- Team Work
- Multidimensional Thinker

AREA OF INTEREST:

- Web Development
- APP Development

DECLARATION:

I hereby declare that all the information furnished above is true to the best of my consent.

Place: Coimbatore

Date: [VISWA.R]