

## VIGNESH SUNDARAM

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### Career Objectives:

To give my best as an individual, to be a good team player and to focus on the organization's growth by gainfully utilizing my knowledge, skills and abilities.

### Education:

	UNIVERSITY/BOARD	YEAR OF PASSING	PERCENTAGE/CGPA
Bachelors of Engineering(B.E.) (pursuing)	University of Mumbai	2020	9.27/10
Higher Secondary Certificate(H.S.C.) Examination	Maharashtra State Board of Secondary and Higher Secondary Education	2016	86.77%
Secondary School Certificate(S.S.C.) Examination	Maharashtra State Board of Secondary and Higher Secondary Education	2014	92.20%

### Technical Skills:

- Programming Languages - C, Java, Python
- Web Technologies - HTML, CSS, JavaScript, PHP
- Android Application Development
- Game Development using Unity.

### Academic Projects:

- **Hospital Management System:**

As a part of curriculum this project was developed using **Java**. This included various tasks related to a hospital management like billing, maintaining patient's records, allocating beds to patients, etc. Efforts were taken to make the system handling more user-friendly to those who are using it.

- **Interfacing Arduino with Vpython for creating graphics:**

This project mainly focuses on the usage of Arduino Uno board. This project creates a graphical interface which for our application we have considered car as an example. The ultrasonic sensor would be placed at the back of the car. Whenever an object comes near the ultrasonic sensor it can be visually viewed on the screen which would be placed at the front and if the object crosses a particular distance limit a beep sound would be heard which will warn the driver that something is going to hit the car. This is cost efficient as there is no need of a camera to be fitted.

- **NotifyChat:**

An android application which regularly updates users about his over usage of mobile phones and gives warnings at regular intervals. Also there is an additional Chat feature in it in which user can interact with the experts and discuss their problems over there which would be purely confidential.

- **Placement Prediction System:**

Placement Prediction System is useful for college authorities to keep a track of the placements happening and future placement predictions. If students are lagging behind due to which his probability of getting placed is less then college authorities can conduct some extra training session for the students. It is based on Machine Learning Concepts.

#### **Trainings & Workshops:**

- Training on “**Hardware and Networking course**” conducted by DBIT,Mumbai.
- Two months training on **Android Application Development** conducted by Monkfox.
- Training on **Web Development** conducted by ACM-DBIT.
- Short Term Training Programme(STTP) on “**Machine Learning Applications for Spatio Temporal Data Analytics**” from 7<sup>th</sup> January to 11<sup>th</sup> January 2019 organized by Department of Computer Engineering, DBIT, in association with IEEE GRSS.

#### **Achievements**

- First game developed up on Android playstore with 50+ downloads in 4 days and 4.9 stars rating for the game.

#### **Extra-curricular Activities**

- Actively worked in the **Decor team** for the Department Day Celebrations.
- Participated in **Semicode** - a coding contest conducted by ACM-DBIT, ACM-MHSSCOE, ACM-MPSTME, ACM-SAKEC, ACM-SNDT.
- Contributed as a **Game Developer** in “**Teknack**” a Gaming event organized by Department of Computer Engineering, DBIT, Mumbai.
- Conducted a workshop on “**Operating Systems**” to the Second Year Students of Computer Engineering in the month of February, 2019.

#### **Strengths and Weaknesses:**

##### **Strengths:**

- Discipline
- Patience
- Honesty

##### **Weaknesses:**

- Focusing on small details which are not necessary.
- Lacking confidence at times.
- Take on too much responsibility.

#### **Hobbies and Interests:**

- Traveling.
- Exploring the local culture of places.
- Cooking.