

# Vetri Selvan M

vetriselvan2005.11.18@gmail.com | +91 9600718540  
GitHub | LeetCode | HackerRank | Kaggle | LinkedIn

## TECHNICAL SKILLS

### PROGRAMMING LANGUAGES

Python • JavaScript • Java (basics) • C (basics)  
Other Languages: HTML • CSS • SQL

### FRAMEWORKS AND LIBRARIES

Machine Learning: TensorFlow • PyTorch • Scikit-learn • OpenCV  
Data Analysis: Pandas • NumPy • Matplotlib  
Web Development: React • Flask • Tailwind CSS • Express.js • Next.js (beginner)  
App Development: Android Studio (beginner) • React Native (beginner)

### TOOLS AND PLATFORMS

Version Control: Git • GitHub  
AI Tools: Cursor • Bolt.new • Ollama • LM studio  
Cloud and Databases: Firebase • Supabase • MongoDB • Docker  
Development Environments: VS Code • Jupyter Notebook • Google Colab  
• Neo Vim

## KEY PROJECTS

### AI-POWERED TRAFFIC MANAGEMENT SYSTEM | PYTHON, OPENCV, YOLO, FIREBASE

- Developed an intelligent traffic signal control system leveraging computer vision and machine learning.
- This project got third place in the State-Level Codeathon 2023.
- Solved a real-world problem of static timing on the signal.

### FULL-STACK ML MODEL SHOWCASE WEBSITE | REACT, FLASK, TENSORFLOW, SCIKIT-LEARN, TAILWIND CSS

- A platform showcasing multiple ML models, including:
  - Natural Language Generation: Thirukural Text Generator.
  - Computer Vision: Multi-class Flower Classification System (and more).
- Integrated RESTful APIs with Flask for model serving and React for a responsive user interface.

### LIBRARY MANAGEMENT SYSTEM | REACT, TAILWIND CSS, EXPRESS.JS, MONGODB

- Developed a web-based library management system for the college department library.
- Implemented book borrowing, returning, and catalog management functionalities.
- This project is requested by our Department.

### INTERACTIVE GAMES WITH AI | COMPUTER VISION, PYTORCH, REINFORCEMENT LEARNING

- Developed a hand-gesture-controlled car and jump game using computer vision.
- Created a Pong game featuring AI gameplay with reinforcement learning And a Tic-Tac-Toe game using the Minimax algorithm.

## ACHIEVEMENTS

- Secured 3rd place in State-Level Codeathon 2023.
- Winner of Programming Contest at Technical Symposium 2023.
- Bronze Medalist in Bug Hunting Competition, DMI College.
- Winner of Technical Quiz, Technical Symposium 2024.
- Awarded 3rd place at GenXreverse Design Festival.
- Solved 150+ problems on LeetCode.
- Earned Gold Badge in Python on HackerRank.

## EDUCATION

**DMI COLLEGE OF ENGINEERING**  
BACHELOR OF ENGINEERING IN  
COMPUTER SCIENCE  
Chennai, India | 2022 - 2026 (Expected)  
**CGPA:** 8.2/10

**DON BOSCO HIGHER SECONDARY SCHOOL**  
HIGHER SECONDARY EDUCATION  
Tiruvallur, India | 2020 - 2022  
**Score:** 81.8%

**GOVERNMENT HIGH SCHOOL**  
SECONDARY EDUCATION  
Tirupandiyur, India | 2020  
**Score:** 90%

## OTHER SKILLS

- Proficient in Machine Learning and Deep Learning, with experience in model development and deployment.
- Skilled in Web Development, Data Analysis, and Problem-Solving.
- Prompt Engineering

## CERTIFICATIONS

- Google Data Analytics Professional Certificate.
- Machine Learning Specialization in DeepLearning.ai.