

# TARUNSUNDAR.K

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Highly motivated third-year Software Engineering student who is passionate about programming. Exceptional communication skills and looking forward to work with and contribute to the team. By studying my course, helped me in enhancing skills with various programming languages (including Haskell) which helped me in developing the projects mentioned below. Blockchain has demonstrated its reliability and robustness in the long term; it has a bright future ahead of it in the business world and many potential applications. This is the reason why I had developed greater interest in the blockchain technology.

## EXPERIENCE

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**Arxiz, Mumbai, India**

(Jul 2018 – Sep 2018)

- **Internet of Things Developer**

- Worked on the development of a Blink Switch (this used raspberry pi) with Alexa
- Experience with creating Alexa skills and integrating it with hardware, hence used it to give voice commands to hardware devices (i.e. turning on/off electrical appliances)
- Experience with building raspberry pi server

**Oxfam Aberystwyth**

(Oct 2018 – Jan 2019)

- **General Assistant Volunteer**

- Working as a till operator and general shop assistant, focusing on improving my teamwork, accountability, and communication skills. Also, I had the opportunity to give back to the community.
- Skills gained includes team working, flexibility to different tasks, empathy, patience, and communication skills.

## PROJECTS

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**My GitHub page:** <https://github.com/Tarunsundar> (link)

- **Simple Blockchain**- A blockchain developed to store and view information's on financial transactions. Programmed in **Haskell** (June 2022)
- **Simple Calculator** – A calculator which does basic arithmetic operators, this was developed using **Haskell** (June 2022)
- **Autonomous Virtual Wheelchair Robot** made using Gazebo, RViz and ROS (In Linux), which helps a wheelchair robot to find and cross a doorway. programmed in **Python** (May 2022, Final year project – Aberystwyth University)
- **Card Game** – a card game developed programmed in **Haskell** (January 2019).
- **Maze** – a maze game developed programmed in **Haskell** (January 2019).
- **Tic Tac Toe** game with Single player (with different difficulty levels and adaptive difficulty) and multiplayer options programmed in **Java** (March 2019).
- **Dual-axis Solar Tracker** made using an Arduino and Programmed in **C / C++** (March 2018)

## EDUCATION

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Aberystwyth University, UK

(Sep 2018 - June 2022) took a year break for medical reasons

**BSc. (Hons) Artificial Intelligence and Robotics** (on track for 2:1)

**1<sup>st</sup> year average – 83.3 %** (on track for 1st) including:

- Electives chosen: Functional Programming (**Haskell**) – **84 %**
- Introduction to programming – **72 %**
- Introduction to computer infrastructure – **92 %**
- Problems and solutions – **88 %**
- Programming Using an Object-Oriented Language – **89 %**
- Web Development Tools – **95 %**

**2<sup>nd</sup> year modules**

- C and C++ - **61%**
- Modelling persistent data – **63%**
- Algorithm design and data structures – **63%**
- Software Engineering – **71%**

**3<sup>rd</sup> year modules (in progression)**

- Agile development and testing
- Mobile development with android
- Fundamentals of Machine Learning
- Robotic Applications
- Space Robotics
- Major project
- profession issues in the computing industry

Kings Cornerstone International College, India

(July 2017 – May 2018)

**BTEC HND In Electrical and Electronics Engineering**

- Successfully completed first year, pivoted to a bachelor's degree before 2<sup>nd</sup> year.

Dr. G.S. Kalyanasundaram Memorial School, India

(June 2015 - April 2017)

**12<sup>th</sup> Grade AISSCE CBSE**

- Higher secondary examination marks obtained: **71% Overall**

## SKILLS

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- **C, C++, Haskell, HTML, CSS, Python, Java, JavaScript, Bash, Linux, Shell scripting, PLC, ROS, and Gazebo**
- I tend to comfortably initiate in **communication** with people.
- I constantly find **creative and un-orthodox solutions** to complex problems.