

AARUSH V S

Computer Science undergraduate

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🌐Aarush V S

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EXECUTIVE SUMMARY

Computer Science undergraduate with hands-on experience in web development, data structures, and AI-based applications. Built projects including an AI-powered learning dashboard (EduAlert), e-commerce website, and ticket management system. Active hackathon participant with a ₹5000 award, seeking opportunities to apply and expand technical skills.

TECHNICAL SKILLS

- Programming Languages: C, Python, Java
- Web Technologies: HTML, CSS, JavaScript.
- Core Concepts: Data Structures and Algorithms, Database Management Systems

TOOLS AND PLATFORMS

- **GitHub** – Used for version control, code management, and collaborative development.
- **Antigravity** – AI-assisted development environment for rapid prototyping and task automation.
- **Codex** – AI coding assistant used for generating and understanding code during development.
- **Visual Studio Code** – A versatile code editor used for efficient development, supporting multiple languages, extensions, debugging, and version control integration.
- **Android Studio** – Android emulator for mobile app development and testing

EDUCATION

Currently pursuing a Bachelor of Engineering (B.E.) in **Computer Science and Engineering** at **K. S. Rangasamy College of Technology, Tiruchengode**, as an undergraduate student for the academic period 2024-2028.

PROJECT EXPERIENCE

- **FarmerPerks – Poultry Contract Farming Management System** - Poultry contract farming management product developed for the internship company to streamline operations across Integrators, Managers, Supervisors, Farmers, and Batches. Built a role-based system with a shared backend and database, enabling centralized account management, batch and performance tracking, and performance-based farmer recognition.
- **EduAlert Dashboard** - AI-powered dashboard designed to detect learning gaps through intelligent data analysis. Developed a system that analyzes student learning patterns to identify areas requiring improvement. This project won the ₹5000 prize at the KRUU GRASP National Hackathon.
- **Anime Poster E-Commerce Website** - Prototype e-commerce website for an online anime poster store. Developed using HTML, CSS, and JavaScript, featuring a structured product catalog and responsive product display pages.
- **Movie Ticket Management System** - A console-based ticket management system developed as a Data Structures project using C programming. Demonstrates efficient handling of booking operations and ticket management using fundamental data structures.

ADDITIONAL SKILLS

- **Canva Designing** – Creating visual content, posters, and presentation materials
- **Prompt Engineering** – Crafting effective prompts for AI tools to generate content and solutions
- **Thinking & Problem Approach** – Analytical Thinking, Problem Identification & Analysis, Research & Development (R&D)
- **Problem Solving** – Strong analytical thinking and logical reasoning skills

ACHIEVEMENTS

- **Special Mention** – KRUU GRASP National Hackathon – Awarded a ₹5000 cash prize for the EduAlert Dashboard project.
- **Designing & Social Media Lead** – Dakshaa T'26, National-Level Technical Symposium
- **5th Place** – College-Level Hackathon conducted by E-box.
- **Event manager** – Department Code Community Club – Coordinated coding events and technical workshops.
- **Participant** – Smart India Hackathon.
- **Participant** – TN Impact 2026 Innovation Event.