## JOEL R

### CONTACT



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https://github.com/Joel-29

### **EDUCATION**

## LOYOLA-ICAM COLLEGE OF ENGINEERING AND TECNOLOGY

2023-2027 BE IN COMPUTER SCIENCE ENGINEERING (ONGOING) CGPA:8.51

# ROSEMARY MATRIC.HR.SEC.SCHOOL

+2(92.8%), +1(90%)

## AWARDS & CERTIFICATIONS

- MATLAB ONRAMP
- Introduction to Cyber Security(From Simplilearn)

### SKILLS

- Programming languages: Java, C, Python.
- Problem-solving skills
- Organization and time management skills
- DBMS

#### **PROFILE**

Motivated pre-final year Computer Science Engineering student with a strong foundation in problem-solving and technology. Passionate about learning new skills, applying knowledge to real-world projects, and collaborating in team environments. Possesses strong analytical abilities, a proactive mindset, eager to contribute to innovative solutions in computer science.

### **PROJECTS**

- SmartPark Al-Driven Parking Management SmartPark uses infrared sensors and Arduino Uno to detect parking occupancy and display real-time availability, reducing stress and improving efficiency. It was Built with C, it streamlines private parking management with future plans for geostatic analysis to tackle congestion
- Space Shooter Game -I Developed a Space Shooter game as part of an Object-Oriented Programming (OOP) mini project, implementing player controls, enemy AI, collision detection, and smooth animations. Designed an interactive user interface and optimized game mechanics for performance. Applied OOP principles, event-driven programming, and JavaFX to enhance gameplay experience.