Abin Madathil

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ABOUT ME

B.Tech in Computer Science graduate with a strong proficiency in programming languages such as Java, C++, and Python. Experienced in software development, web technologies, database management, and networking. Skilled in problem-solving, teamwork, and communication. Solid foundation in data structures, algorithms, and operating systems. Adaptable to new technologies.

EDUCATION

Govt. Rajiv Gandhi Institute of Technology

Bachelor of Technology in Computer Science, Cumulative GPA: 8.25/10

Aug. 2019 - Jul. 2023

Kottayam, Kerala

Holy Cross HSS

Computer Science, Percentage: 94.91/100

Jul. 2016 -

Kottayam,Kerala Jul. 2016 - May. 2018

PROJECTS

Sleep Apnea Detection

 $Jan\ 2023 - Jul\ 2023$

- Engineered a Django web application to collect ECG data from smartwatches, preprocess it using NumPy and SciPy, and utilize Scikit-learn for a machine learning model detecting sleep apnea patterns.
- Designed a user-friendly interface with HTML, CSS, and JavaScript in Django, enabling easy access to personalized reports generated from the analysis, promoting better awareness of sleep health.
- Collaborated cross-functionally, merging data preprocessing (NumPy, SciPy), machine learning (Scikit-learn), and
 user experience design (HTML, CSS, JavaScript) skills for a tech-driven approach to address a critical health
 concern.

Remote Command Execution Tools | Python

Aug 2023 – Sept 2023

- The remote command execution tools, single-client and multi-client, empower users to effortlessly execute commands on remote clients.
- SingleClient Created a single-client tool for direct one-to-one interaction with a remote machine, simplifying command execution.
- Multi-client is an extension of single-client, and has extended functionality to support multiple clients, enabling concurrent command execution on multiple remote machines, enhancing productivity in networked environments.

Tic-Tac-Toe Game Project | Java, Java Swing

Sept 2023 – Present

- Developed a Java-based Tic-Tac-Toe game with Java Swing GUI.
- Enabled players to input their names, track wins, and detect ties.
- Implemented an easy game reset option for enhanced user experience.

TECHNICAL PROFICIENCIES

Java (Advanced), Python (Advanced), C (Intermediate), C++ (Intermediate), Linux (Intermediate), Oracle SQL (Intermediate), HTML/CSS (Beginner), Docker (Beginner), Kubernetes (Beginner)

CERTIFICATIONS & TRAINING

- Programming in Python Certificate by University of Michigan (Coursera)
- Programming in C (Sololearn)
- Java Basics (HackerRank)

Extra Curricular Activities

- Skill Club RIT CSE Department Representative
- IEDC Member