

Robin Thomas

B.E. Graduate Engineer

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Dynamic Electronics and Computer Science graduate with leadership experience as IEEE Vice Chairperson. Skilled in Cloud Computing, Electronics design, and innovation. Adaptable, fast learner with a proven track record in driving impactful results.

Education

B.E. Electronics and Computer Science, 2023, GPA 7.5/10 (07/2018)-(06/2023)

Fr. Conceicao Rodrigues College of Engineering, Bandra(W)

HSC Science PCMB-IT Grade B

GMS Junior College of Science and Commerce, Mira Road (06/2018)

SSC Grade B (06/2014)

Holy Cross Convent School, Mira Road

Online Courses and Certifications

- **Amazon Web Services (AWS) Foundational Cloud Computing** (by Stephane Maarek)
I have learned all the basics required to enhance my learning in this field.
- **Amazon Web Services (AWS) AI Cloud Practitioner** (by Stephane Maarek)
I have hands-on experience in different AWS AI features such as Amazon Q & Business, Amazon Bedrock, and Prompt Engineering.
- **Amazon Web Services (AWS) Associate Cloud Solutions Architect** (by Stephane Maarek)
Currently engaged in advanced coursework and exam preparation with hands-on projects in Amazon EC2, Amazon S3, Route 53, containers, and databases in AWS.
- **Generative AI and ChatGPT Masterclass** (by Mohammed Fahim)

Skills

Technical Skills Acquired During B.E.

- **Programming Languages:** C++, Java, and Python, developed through coursework and projects.
- **Front-End Development:** Experienced with HTML, CSS, and Bootstrap for building responsive web interfaces.
- **Back-End Development:** Knowledgeable in React.js and MySQL, utilized in developing and managing web applications.
- **IoT Development:** Hands-on experience with Arduino, ESP32/8266, and sensor integration through practical IoT projects.
- **Networking:** Practical understanding of TCP/UDP networking, with experience in monitoring and troubleshooting network issues.
- **Operating Systems and Servers:** Familiar with Linux and Windows environments, including server management and storage solutions.
- **Network Security:** Basic knowledge of security protocols including DHCP and DNS.

Core Soft Skills,

- **Problem-Solving:** Ability to analyze issues and develop effective solutions.
- **Team Collaboration:** Working effectively with others to achieve common goals.
- **Communication:** Clearly conveying information and ideas
- **Project Management:** Planning, executing, and overseeing projects
- **Adaptability:** Quickly adjusting to new challenges, technologies, or environments.
- **Critical Thinking:** Evaluating information and making reasoned decisions.
- **Leadership:** Leading and motivating a team, managing conflicts, and making strategic decisions.
- **Time Management:** Efficiently managing time and prioritizing tasks.
- **Attention to Detail:** Ensuring accuracy and thoroughness in all tasks.
- **Creativity:** Thinking outside the box and applying innovative approaches to problem-solving.
- **Analytical Skills:** Interpreting data and using it to drive decisions and improvements.
- **Customer Orientation:** Understanding and addressing client needs and concerns.
- **Continuous Learning:** Commitment to ongoing education and professional development.
- **Networking:** Building and maintaining professional relationships and connections.

Internship and Freelance

Ramos TechSolutions, Mira Road (04/2020)-(05/2020)

Intern Customer Support

- Provided technical support and troubleshooting for a range of electronics and software products, ensuring high customer satisfaction.
- Collaborated with the engineering team to identify and address recurring technical problems, contributing to product improvement.

Additional Work Experience

3Dimensions Technical Workspace, Jabal Ali, Dubai (12/2023)-(01/2024)

Assistant Sales and Marketing Executive

- Coordinated and attended industry events and trade shows, representing the company and building relationships with potential clients.
- Collaborated with the sales team to create compelling sales pitches and presentations.

Undergraduate Projects

Final year project: Digital classroom

Description: Contributed to a team project developing a Digital Classroom solution to enhance educational experiences through technology.

Role: Team Member (Group of 4)

Technologies Used:

- Front-End: HTML/CSS, JavaScript, React.js
- Back-End: Python (Django), MySQL/MongoDB, Apache
- Hosting: Google Cloud
- Tools: Git/GitHub, Visual Studio Code

Key Responsibilities:

- System Design: Assisted in designing and implementing features.
- Module Development: Contributed to coding and integration.
- Testing: Participated in testing and debugging.
- Presentation: Helped present the project to faculty and peers.

Outcome: Delivered a functional Digital Classroom, demonstrating strong teamwork and technical skills.

3rd year Project: American Sign Language Translator

Description: Developed a translator application for converting American Sign Language (ASL) into text or speech to aid communication for the hearing impaired.

Role: Team Member (Group of 4)

Technologies Used: **Technologies Used:**

- **Deep Learning Frameworks:** TensorFlow, Keras
- **Machine Learning Libraries:** Scikit-learn
- **Computer Vision:** OpenCV
- **Development Tools:** Visual Studio Code, Jupyter Notebook
- **Version Control:** Git and GitHub

Key Responsibilities:

- **Collaborated on Design:** Worked with the team to design and implement the translation algorithm.
- **Developed Core Features:** Contributed to coding the recognition and translation modules.
- **Tested and Debugged:** Participated in testing and troubleshooting to ensure accuracy and performance.
- **Presented the Solution:** Assisted in showcasing the project to faculty and peers.

Outcome: Successfully created a functional ASL translator, demonstrating technical skills and a commitment to impactful technology solutions.

2nd year Project: Brick Breaker Game Application

Description: Developed and hosted a classic Brick Breaker game to enhance programming and game development skills.

Technologies Used: C++

Key Responsibilities:

- Designed game mechanics and user interface.
- Optimized performance and conducted testing.
- Published the game on [website/platform].

Outcome: Successfully created and shared a functional game, demonstrating proficiency in C++ and game development principles.

Achievements

- Vice-Chairperson IEEE-CRCE council (2022-2023)