



THIAGARAJAR COLLEGE OF ENGINEERING

A Govt. Aided Autonomous Institution Affiliated to Anna University

Department of Information Technology

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**iTunes**

INNOVATING CREATIVE MINDS

**Virtual Platforms**  
Our New Reality

Jul - Aug 2021

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# DEPARTMENT OF INFORMATION TECHNOLOGY

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Evolve into a Centre of Excellence for education and research in information technology

## **Mission**

Attaining academic excellence through well designed curriculum adaptable to dynamic technological needs, competent faculty and innovative teaching-learning process.

Promoting collaborative research through special interest groups, state of the art research labs and industry institute interactions.

Facilitating value added courses to produce highly competent and socially conscious information technology professionals and entrepreneurs.



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Mrs. S. Thiruchadai Pandeewari  
(Assistant Professor, Department of Information Technology)

## **STUDENT EDITORS**

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S. Vishnu Vardhan  
S. Suvisesh Daniel  
T. Yogith  
B. Sowmiya  
Suresh Kumar M  
Dinesh R R  
Vishali R  
Avinash R  
Manoj A  
Ragul M GA  
Vallimayil M  
Gokila Harini Krishna K  
Manoj Kumaaran B M  
Satwik V Bolar  
Karthik Saran S  
Dhanvan

## **DESIGNERS**

G.L. Sankara Subramaniyan  
A. Manoj  
M. Suresh Kumar



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## Editor's desk

Ahoy, fellow readers! It is with great pleasure; we introduce you to the fresh edition of our very own iTunes magazine. In the past, with great and wonderful contributions from our students and staff, we've given you the happenings at our department, on-going trends in the IT field and alike. All the themes we've chosen before, are lined up with the brand-new technologies and current Geo-political situations. For each and every edition, we've had beautifully written and lightly edited articles from both the staff and students, which helped you get up-to-date & upgrade yourself. For this edition, we've chosen the theme, "**Virtual Reality – our new reality**". In this edition, we've summarized the articles ranging from the introductory level to the practical application ones, to give you more accurate insights about the VR world. The articles presented here are the contributions of both staff and students in a precise manner of explaining the tech, for which we're forever grateful. In this auspicious moment, we would like to thank the faculty coordinators and faculty in-charge of iTunes, **Dr. D. Tamilselvi** and **Mrs. S. Thiruchadai Pandesswari** for their support and guidance. I would like to personally thank the team iTunes for wonderfully crafting this edition, curating articles and attending our numerous meets & calls, regardless of day and night. At last, we would like to thank you for reading this edition. You're our utmost concern and we're working harder than ever, to fulfil your expectations. We're just amazed at the number of articles we're receiving from the students and we have only one thing to say to them. You rock! As a part of our routine, we've included the achievement list from both the staff and students, which is staggering and inspiring. So, take your time and read this edition thoroughly, for the out & out experience. Thank you!

**Manoj A**

**(III Year - 19IT055)**



## Virtual Platforms - A New way of life

### ONLINE EDUCATIONAL PLATFORM

Nowadays, most of them are using virtual platform fatly and easily. The concept of traditional education has changed radically within the last couple of years. Being physically present in a classroom isn't the only learning option anymore — not with the rise of the internet and new technologies, at least. Nowadays, you have access to a quality education whenever and wherever you want, as long as you can get online. We are now entering a new era - **the revolution of online education.**

Online education is a sensible choice whether you're a teenager or an adult. As a student, this can be a useful learning method for sharpening your skills in a difficult subject, or learning a new skill.

#### Reasons why you should get involved in online education!

First reason is '**it flexible**' - Using an online educational platform allows for a better balance of work and studies, so there's no need to give anything up. Studying online teaches you vital **time management skills**, which makes finding a good work-study balance easier.

Second reason is '**it offers a wide selection of programs**' – Using online platform we can learn many new skills. We can earn certificates by completing various courses in online. Studying your program online is also a great option for getting an official certificate, diploma, or degree without physically setting foot on a university campus.

Third reason is '**its accessible**' – **you can teach or study from anywhere in the world.** This means there's no need to commute from one place to another, or follow a rigid schedule. By this platform, not only do you **save time**, but you also **save money**, which can be spent on other priorities. The virtual classroom is also available anywhere there's an internet connection, and a good way to take advantage of this is to travel.

Fourth reason is '**it allows for a customized learning experience**' - Online classes tend to be smaller than conventional class size. Most of the time, online learning platforms only allow one student at a time, and in almost all cases, this allows for greater interaction and more feedback between you and your tutor.

*“In times where small instructor-led classrooms tend to be the exception, electronic learning solutions can offer more collaboration and interaction with experts and peers, as well as a higher success rate than the live alternative.”*

Online learning courses allow information to be delivered in short and easily-digestible pieces.



They use formats such as video games, simulators, and videos that allow students to absorb information at their own pace and access content when and where they need it. With these tools, training can be done anywhere and at any time; the only thing students need is internet access.

Fifth reason is **'It's more cost-effective than traditional education'** –

Online learning is not only more effective than traditional learning methods, but it can also be significantly more cost-efficient compared to traditional training tools such as printed manuals or in-person classes.

There's also often a wide range of payment options that let you pay in installments or per class. This allows for better budget management. You can also save money from the commute and class materials, which are often available for free.

Finally, these are only a few reasons to choose an online education, and why 90 percent of students today think that online learning is the same or better than the traditional classroom experience. Every student must assess their unique situation and decide according to their needs and goals, and while this alternative to traditional education is not for everyone, it's still a convenient option with virtually endless options for international students all over the world.

***“Online learning is rapidly becoming one of the most cost-effective ways to educate the world’s rapidly expanding workforce.”***

**Priyadharshini. N**

**20IT072**

## Metaverse – Ambitious or Atrocious?

At the end of 2020, the CEO of Facebook Mark Zuckerberg gave an internal talk among the employees that, “he no longer wants Facebook to be just a social media company. It’s time to be a Metaverse company”. We can gather only so much information from this talk, but his motives are clear. Facebook may not be a first social media company, but it sure wants to be a first Metaverse one. Facebook is already at an unprecedented scale in terms of .com boom, which initially never thought what one single domain could gain that much traffic, other than search engines. Facebook did it, eventually though. The point is, a company like Facebook, won’t invest that much on a technology, without having ruled out some hard-on profits. So, what is Metaverse?

The word, “Metaverse”, was first coined on a novel *Snow Crash* by Neal Stephenson in 1992. The author himself gave the definition to the Metaverse as, “convergence of physical, augmented, and virtual reality in a shared online space”. Many may think that it’s not even remotely possible, but hey, it’s already happening. Those who play a lot of games or at least heard of, will definitely know the word, “Fortnite”. It is an online, battle-royale game developed by Epic games and was released in 2017. Back then, it was just another game. But today, it is the closest thing we have to the “working Metaverse game/environment”. So, what makes it a Metaverse one?

If a game or software claims to be a Metaverse one, it needs to have certain characteristics. Number one, it is supposed to have its own economy. Yeah, you heard it right. It means that, it has to have its own currency, its own system to organize & manage them and its own administrators. Fortnite has it all. That’s why it is no longer just another online game. Some other games may also have currency & stuff, but Epic games took them to the court and got the authorization. Although it is a competitive game, it allows players of different clan to gather in a single place and party. See, this one single feature is what made the game, an explicit Metaverse one.

In January 2020, a presentation made by Venture Capitalist Matthew Ball, suggests the key features that makes any software or a game, a Metaverse one. The first one is, unparalleled interoperability. Such a mouthful term, isn’t it? This means that in the near future, we can have as many Metaverses as we need, but there should be easy mechanics as such, one can spend what he gained in one Metaverse on another and vice versa. This is like saying, if I post something on Facebook, it should reflect on twitter and other social media also. To a certain point, we can see that it is a needed feature.

As I have said before, any competent Metaverse world, is going to have its own economy. That being said, we’re going to spend our money on it, at some point. Matthew just says that, we should be able to spend whatever we gained on one Metaverse on another. Now that we have a basic understanding of how Metaverse is going to be, we can move on to the more gripping problems, that is not a software obstacle. As of now, we have everything we need to create a



Metaverse such as Big-time server farms, affordable VR headsets and lastly, players who are ready to invest their time and money. So, what's the hold-up? Ethical reasons.

As Metaverse is going to be an extensive and never seen before kind of thing, people are going to investing lot of their time on it, even if it affects their day-to-day schedule. Its going to be bad on the users and even worst on the developers, as they can create and manage only so much, that is real time. Real time here refers to the fact that, we can't just turn on some pre-fabricated world and let people wander in it. It has to updated, monitored and patched up, continuously.

Although we have affordable VR sets, they're still a heavy and clunky piece of hardware, that nobody wants in their head, more than an hour. The whole point of Metaverse, is to get people stay their most of the time. Metaverse is not going to be game alone platform. It's being designed in a way that; people can work and have fun at the same time. Work means that, there are going to be in-game shops, which are going to need real people to work to get things done, efficiently. Heck, you could even work on a virtual Burger king. Serving burgers and stuff. Some of you may ask, how am I going to eat a virtual Burger? Well, technically you can. Its just like ordering on Swiggy, but in a Metaverse, talking to real people. Is it scary? Yes. Why because if we can simulate the fundamental stuff like this, we're not very far from doing complex stuff on the Metaverse itself. This is the only ethical reason, that holds back the widespread marketing of Metaverse.

Social media changed the world, as we knew it. Because of the Social Media revolution, we have equal amount of good and bad. If we can pass a genuine message faster, its good. If we can pass disinformation in a same speed, its bad. Likewise, Metaverse can also bring its amount of good and bad. We mobilized social media, without thinking about any of this. And we're still paying prices for it. We can't let the same thing happen to Metaverse. As stated before, Metaverse is going to be environment of its own perhaps, a country of its own.

Now that you know all the base facts about the Metaverse, it's up to you to choose whether it's a boon or curse. If you wanted to read more about the Metaverse, you can simply google it and find number of articles from numerous reputed magazines. Also, for not so technical intro about the Metaverse, I would recommend you to watch the movie, "Ready Player One". It charts the Metaverse top to bottom, in a more interesting and fun way. Keep on, keeping on!

**Manoj A**  
**3<sup>rd</sup> year IT**

## Alumni Article

# SCRUTINIZING : SCALA PLAY

It was the same routine day, where I was connected for the scrum with my remote team. We were discussing each person's accomplishments and some of the blockers that we faced the other day. Suddenly, we heard a Webex beep sound which notified us that someone has joined our bridge. I had a quick glance at the participant's list and figured out that it was my iteration manager who dashed in from nowhere. "Alright team, Let's build an API Service" roared the manager. He announced to us that there is a new requirement coming up in the upcoming GTR and we needed to prioritize and work on it. We somehow sensed that this is going to be the next biggest deliverables. But deep inside, we also realised the fact that there was lot of work still left unfinished. It was moreover like we felt "There was too much on our plate". But we were quite excited about the requirement.

I first thought about implementing in Java Spring Framework which enjoys great popularity among different organizations. But One of my team-member from a different project kept saying -- "You really must try Scala Play Framework, where notable companies like LinkedIn & Coursera have adapted to it". The meeting extended for another 30-minutes and you know what? It became a healthy debate. Oh, Wait! It's not a debate, that's a WARRR!!! It was an Epic Battle Fantasy of MVC architecture: Spring vs Play. Colleagues started to throw different opinions on the Play framework and somehow others started to feel Scala Play would be the right choice. At last, Play Won! I said to myself "Ok, Next time" (smiles). A logical question at this point might be "What was the reason to go with Play and why not Spring?". Well, that's when I realised it's all about the need/requirement of the project. The ubiquity of the Spring framework is delightful, however, there are certain cases where it would be overkill for the project that you work on. So, we distinguished the merits & demerits and that's how we came to a conclusion.

Scala Play -- is a lightweight, stateless and elegant framework that is incorporated with Model-View-Controller Architecture. Since the framework is stateless, the performance was too good, to be honest. Moving Forward implemented on top of the Akka Toolkit which supports reactive Systems. The first thing you would notice about this framework is, how systematic everything is. Initially, we were facing many issues, given that we are noobies towards it. But it was a pleasure to burn ourselves and that's how we roll upon. Building an API Service would sound complicated but actually, it is quite easy with Scala play. For obvious reasons, we ignored Spring Framework because of Speed & Complexity. I am thankful that I came across such a solid framework with Scala. Initially, my team members loved it and now I could see why. I believe Scala Play framework can be the wave of the future. Okay, I'm pretty sure I've grabbed your attention enough. Let me try to convey the important point. Here is the bottom line:

"Choosing your Framework & TechStack depends on the High-Level Requirement and Business view of your project. Because it is ubiquitous, it should not be taken into consideration. Even though it's not a hard and fast rule in choosing frameworks, but there should be a purpose for it. Taking right

decisions will always avoid burning a hole in the company's pocket." I'm really glad that we took the right decisions and made a ray of sunshine for my team and our projects.

-  
**Vasanthavanan M**  
**(2016-20 Batch)**

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## Virtual reality

Virtual reality (VR) is a simulated experience that can be like or completely different from the real world. Applications of virtual reality include entertainment (e.g., video games), education (e.g., medical or military training) and business (e.g., virtual meetings). Other distinct types of VR-style technology include augmented reality and mixed reality, sometimes referred to as extended reality or XR.[1]

One may distinguish between two types of VR; immersive VR and text-based networked VR (also known as "Cyberspace"). The immersive VR changes your view, when you move your head. While both VRs are appropriate for training, Cyberspace is preferred for distance learning. In some cases, these two types are even complementary to each other. This page mainly focuses on the immersive VR.

Currently, standard virtual reality systems use either virtual reality headsets or multi-projected environments to generate realistic images, sounds and other sensations that simulate a user's physical presence in a virtual environment. A person using virtual reality equipment can look around the artificial world, move around in it, and interact with virtual features or items. The effect is commonly created by VR headsets consisting of a head-mounted display with a small screen in front of the eyes, but can also be created through specially designed rooms with multiple large screens. Virtual reality typically incorporates auditory and video feedback, but may also allow other types of sensory and force feedback through haptic technology.

### History

"Virtual" has had the meaning of "being something in essence or effect, though not actually or in fact" since the mid-1400s. The term "virtual" has been used in the computer sense of "not physically existing but made to appear by software" since 1959.



In 1938, French avant-garde playwright Antonin Artaud described the illusory nature of characters and objects in the theatre as "la réalité virtuelle" in a collection of essays, *Le Théâtre et son double*.

Widespread adaptation of the term "virtual reality" in the popular media is attributed to Jaron Lanier, who in the late 1980s designed some of the first business-grade virtual reality hardware under his firm VPL Research, and the 1992 film *Lawnmower Man*, which features use of virtual reality systems.

## Software Technology

The Virtual Reality Modelling Language (VRML), first introduced in 1994, was intended for the development of "virtual worlds" without dependency on headsets. The Web3D consortium was subsequently founded in 1997 for the development of industry standards for web-based 3D graphics. The consortium subsequently developed X3D from the VRML framework as an archival, open-source standard for web-based distribution of VR content. WebVR is an experimental JavaScript application programming interface (API) that provides support for various virtual reality devices, such as the HTC Vive, Oculus Rift, Google Cardboard or OSVR, in a web browser.

### Hardware

Modern virtual reality headset displays are based on technology developed for smartphones including: gyroscopes and motion sensors for tracking head, body, and hand positions; small HD screens for stereoscopic displays; and small, lightweight and fast computer processors. These components led to relative affordability for independent VR developers, and led to the 2012 Oculus Rift Kickstarter offering the first independently developed VR headset.

Independent production of VR images and video has increased alongside the development of affordable omnidirectional cameras, also known as 360-degree cameras or VR cameras, that have the ability to record 360 interactive photography, although at relatively low resolutions or in highly compressed formats for online streaming of 360 video. In contrast, photogrammetry is increasingly used to combine several high-resolution photographs for the creation of detailed 3D objects and environments in VR applications.

Special input devices are required for interaction with the virtual world. These include the 3D mouse, the wired glove, motion controllers, and optical tracking sensors. Controllers typically use optical tracking systems (primarily infrared cameras) for location and navigation, so that the user can move freely without wiring. Some input devices provide the user with force feedback to the hands or other parts of the body, so that the human being can orientate himself in the three-dimensional world through haptics and sensor technology as a further sensory sensation and carry out realistic simulations. This allows for the viewer to have a sense of direction in the artificial landscape. Additional haptic feedback can be obtained from omnidirectional treadmills (with which walking in virtual space is controlled by real walking movements) and vibration gloves and suits.

Virtual reality cameras can be used to create VR photography using 360-degree panorama videos. 360-degree camera shots can be mixed with virtual elements to merge reality and fiction through special effects. VR cameras are available in various formats, with varying numbers of lenses installed in the camera.

#### Virtual reality applications

- ❖ Architecture and urban design
- ❖ Restorative nature experiences
- ❖ Healthcare and Medical
  - Virtual Reality Medical Simulation Training
- ❖ Digital marketing
- ❖ Education and training
  - Mining Industry
  - Flight and vehicular applications
  - Medicine
  - Military
  - Space
- ❖ Engineering and robotics
- ❖ Entertainment
  - Video games
  - Cinema
  - Music
  - Family entertainment centres
- ❖ Virtual communities
- ❖ Fine arts
- ❖ Heritage and archaeology
- ❖ Occupational safety
- ❖ Social science and psychology
  - Altering perception, emotion, and physiological states
  - Understanding biases and stereotypes
  - Investigating basal mental abilities like Spatial Cognition

Where to start?

<https://www.coursera.org/learn/introduction-virtual-reality>

<https://www.coursera.org/specializations/extended-reality-for-everybody>

<https://www.udemy.com/> - 142 courses coming when applied filter as free & English.

Good Luck, All the Best for learners

**Sundhar Alagumalai**  
**2009 – IT**



## Industry Expert

### Thermo Fisher Scientific

#### Abstract

Thermo Fisher Scientific is a popular company known for the production of medical equipments. The company is located in Bengaluru, Karnataka in India. This article will give the answers to the readers regarding the recruitment process of the company, the salary paid by the company and so on. The company also have its own tech team for the creation of their own websites, applications and maintaining servers. This article mainly focusses on the technology part of the company. We have Mr. T.G.Deepak, who is working in this company as our industrial expert. The article will narrate the experiences of our industrial expert.

#### About the expert

Mr.T.G.Deepak is working in Thermo Fisher Scientific company for more than four years.He is working as a mobile app developer for the company. He has developed android and iOS applications for the company. He is the technical lead for a team of five members. There are also other teams who are taking care of the company's websites, cloud projects and so on.



Figure 1: Mr. T.G.Deepak B.E (ECE), IOS developer

He has an experience of developing around five to ten applications for the company. He also contributed to the enhancements of the existing applications. His team has recently deployed an application called "Evulus".

### **About the company**

Thermo Fisher Scientific company is popularly known for the manufacture and production of medical equipments. The company has around forty to fifty applications in the app store. The mobile team will take care of the android and iOS related applications. The IT team will take care of the web sites of the company and hosting them.

### **About the projects**

The company has deployed around forty to fifty applications in the app store. One of the recent applications is the "Evulus". It is a warehouse management app where the company can keep track of their goods sold, receiving the order and selling the order. In turn all the businesses of the company are managed by the application. The application has been deployed in both android and iOS. They have also created applications for interfacing with the medical equipment so that the application can display the results generated by processing the signals that are received from the medical equipment using Bluetooth low energy. Apart from this, they have also created applications for the marketing team of the company. These sales applications record the goods sold by the company so the marketing people can have a clear track of the goods sold to the customers. These projects will also have enhancements every year.

### **Recruitment Process**

Since the company is based on Bio-Technology, it hires UG students who have completed Bio-Tech. In the software side, the company requires only experienced software developers. The company recruits IT students from NIT's and IIT's directly. The company does not consider other engineering college students for direct recruitment. If the students are inspired to get a job in this company, they have to gain experience in other tech companies in first. If the students got enough experience, they can apply for this company. The company expects minimum of two years of experience to join in this company. Unlike other tech companies, Thermo Fisher Scientific does not require the candidates to be excel in data structures and algorithms. They just go through the candidates resume and experience of the candidates. They may ask job-oriented questions for which the candidate has applied. The candidates are also expected to have some knowledge in science especially in biology, so that they can use the knowledge in the construction of the applications.

### **Salary Information**

Internships are open only for the Bio-Tech students. The stipend for the candidates is also seem to be low when compared to other companies. The freshers for the tech-team can expect a salary of seven to eight lakhs per annum. They can expect higher salaries according to their experiences. They also give importance to the domain in which the candidate is applying for. Like, the developers who are working in the cloud platform of the company have been paid more than the desktop application developers.



## Faculty article

“Tethered to technology, we are shaken when that world ‘unplugged’ does not signify, does not satisfy. We build a following on Facebook or MySpace and wonder to what degree our followers are friends. We re-create ourselves as online personae and give ourselves new bodies, homes, jobs, and fancies!" - the reality of the life we are currently living in is contradicting though. Crediting Covid for bringing everything on Virtual mode, this virtual lifestyle can be a boon to a lot and a hell for many others!! Pros and cons are always on everything we do!!!

This lifestyle has made us multi task from attending class online to booking tickets for the Destination to travel. It has made our jobs easy by paying bills online and shopping our favorites only with a swipe and an OTP! It taught us to be careful while uploading details in social medias, improvised our senses, expanded our knowledge, enhanced our creativity, and more than everything it made us independent!!

While discussing about all the pro's we have some cons too! It made us eventually lazy, made us sleepless with all the infotainment. Only with social media, an average person can spend even a day scrolling the news feeds, social media posts and what not! Everything gained is something lost too!!! These are cons only when we are unable to make use of this virtual life more productive than our regular lifestyle!!

Education, Entertainment, Music, Shopping, communication, and I don't know there are many fields which increased and improved over folds in this new virtual life!!! We also got improved!!! This lifestyle made us, entertained us, saved us from this pandemic, quarantines, lockdown and why not the COVID!!! So virtual lifestyle is the best to opt for!!!

**Professor  
Dr.S padmavathi**





## Placement Series

### Placement experience

As yet another New Year fast approaches and we are all left wondering where the time went, I thought it would be a great time to reflect on my placement experience. My placement story has been one of a roller coaster rides. There have been so many ups and downs throughout this journey but due to persistence of learning ,landed with my dream job.

Let's rewind back to my 5<sup>th</sup> semester. I will be the first one to admit that I thought that getting a placement would be a breeze. I thought if I attend a list of companies visiting TCE, at least one is going to give me an interview, right? Wrong! The first mistake I made was applying for jobs I had little knowledge of or interest in. Placements are an amazing opportunity to find out what you may or may not want to do as a career; finding the right job for you and making your application reflect why you are the best candidate for the role is the most important bit. Companies started to come for Internship.Jakstech Solutions was the second company visited our college for hiring students (TCE seek consultancy project opportunities for students from various companies during undergraduate degree). I was so excited but lots of questions raised in my mind that "whether they will select me from 150 students of my department ,whether I can do it , I don't know to work in Android studio,etc". Without any delay I answered to my mind that "First let's give a try, I can do it ,if I don't know ,there are lots of open-source resources lets learn and implement it". I prepared and completed several tasks which as the criteria for the selection process. Eventually I got an intern offer from Jaksetic Solutions for pursuing intern with duration of 6 months .Responsibilities were increased and I had to manage my placement preparations, academic works, intern works and cooking in a balanced way

**I never forget my faculties advise "Multitasking is necessary, but commitments beyond the limit will make stress, less productivity and less efficiency. So, prioritize your tasks, schedule it and reach your milestones".**

Companies not only seek for students with just an excellent academic record but also look for candidates who they suppose would be a best fit in their organization. As the TCE campus placement drive was in burning, I started to brush up my skills on technical side from June,2021 .After several rejections and learning from mistakes I got placed in HPE, Aruba Networks. This was my 35th Company after 34 rejections from many firms. Got a new job , excited to meet new people , work and earn money ! Wait , wait. Let me tell you the truth that no one told, getting a job alone is not the end of story. It is not like your life is settled ; it's just started . Let me explain you one by one . First you get a job , you go to office , you start doing things that are assigned to you . You reach out to your mentor or Google it out yourself to figure it out ! This pattern repeats for a year and by now you are very much familiarized with your work and next year you know everything ! Now comes the point , you know everything in your team but outside the world the technology keeps on growing , you



might have stepped 2 years back from the current technology ! So, my point is keep upskilling your knowledge.

**As a Fresher to Juniors ,What I wish to say is ,Set a milestone, Start with Baby steps.  
Give your Best and do next rather than waiting or expecting for your results  
.Celebrate a success even it is a small , learn from mistakes rather than skipping it.  
And Be Consistent at Learning .**

**Sowmiya.B  
18IT090**



## The secrets of a beguiling resume

“Show me your resume I’ll tell who you are” is the mantra that the hirers out there follow. When you apply for a company remember **it’s not only you**. Hundreds apply alongside you. So what makes you unique? What makes you compelling? What makes you get to the next level? It’s your **“Resume”**. Even if it is not the major factor resume plays a key role in getting you noticed. So what you put on your resume matters. I would like to share a few tips that I learned from my experience to groom a resume. All our resumes will share a common format that is defined by our college. Hence it is up to us to make ours count. The first thing to keep in mind while writing your resume is to **“Keep it short”**. The resume should be a maximum of 4 pages. The longer your resume is the more time it takes for a person to go through it. Whoever is responsible for filtering resumes probably hasn’t got much time in their hands so it is advisable to keep your resume short and to the point. An easy way to do this is to include only those details that you find to be important and unique. List only those skills and projects that are relevant to the job position you are applying for. Be specific on what you write and make it easy to read. The first line on your resume will be your **“Professional Objective”**.

Your professional objective must be crisp and it must define who you are as a professional. Remember it is the first line of your resume that will be defining your personality as a professional so it is of great importance. It must convey your passion for the job. The next major part of your resume is the **“Area of Interest”** section. By the look of it, it’s just specifying which domain of IT interests you. But keep it in mind that these are where a major part of your technical questions will originate from. These are clues to your interviewers about what you know and are confident with. Make sure to put the domains in which you have a true interest and are confident. These may be any of the core subjects that you have learnt until now, or some other technologies like NLP, AR, VR, etc. Whatever it is you must know about it at least to an intermediate level. If you are not sure about what to put just go with the easy ones like DBMS, Networks, etc. Then comes the **“Projects”**. If your area of interest makes 50% of the technical questions the rest probably 40% is made up by your projects. The projects you work on, the projects you put in your resume have a vital role in making you shine out. So try to work on projects that are innovative and fresh. Working on projects that scale over different technologies is a good idea as it shows them that you are versatile and open to learning. Choosing projects that are based on your domain of interest is another good idea as it indicates that you are truly interested in that domain. For instance, if your domain is web technology work on web applications that use various technologies like REST APIs, Flask, Django frameworks and more. Have a detailed idea about your contributions to the project, about the technologies, the working and the libraries. Another important factor of a resume that may land you a great job is your **“Achievements and Internships”**. Try to participate and win in as many technical events as possible be it inter college or intra college. It portrays your competitiveness and confidence. It gives them an idea about what you are capable of. Internships are another key to unlock your dream jobs. Getting an internship at industries or higher-level educational institutions like IITs or NITs will help you gain a lot of experience professionally and mentally.

You'll get to work with a range of people and in real-time projects that will help you grow as a professional. Try to land in good internships as it'll speak for you in your resume. Apart from these major factors participation and involvement in clubs, organizing events, holding a responsible position add up to your points as they convey that you are great at management, and have good leadership skills. These are some tips regarding the contents of the resume.

On the looks level list down the events, projects, and skills in the descending order of your level of expertise and their level of importance. Call attention to unique points that define you by using italics or making them bold. Make your resume look professional, proofread it, check the alignments pay attention to even small details as the more quality your resume is of the more it conveys the effort you have put in. This will make the interviewer feel that you value the job and you are playing a serious game. Your resume is the front line fighter for you to land you on your dream job so compose it judiciously.

**GB Subiksha**  
**18IT098**



## பள்ளி வாழ்க்கை

பெற்றோரின் அரவணைப்பை நழுவ மறுத்து அழகையுடன் ஆரம்பமாகி,

பள்ளியையும் நண்பர்களையும் பிரியும் நேரம் வரும்பொழுது,

கண்ணீர் தன்னையறியாமல் நம் முகம் நனைக்கும்,

கண்டிப்பான ஆசிரியர் கூட நண்பர்களாய் மாறுவர்,

விளையாட்டு மைதானம் நாம் துளிர்க்கும் வியர்வையை ஏற்க,

சிறு சிறு சண்டைகள் பலரை நண்பர்களாய் சேர்க்க,

பள்ளி மணி அடித்தவுடன் வீட்டை நோக்கி ஓடும் கால்கள் கூட,

அந்த பள்ளியில் நாம் கடைசி நாள் இருக்க போகிறோம் என்று நினைத்தவுடன் மெதுவாய் செல்லும்,

நினைவுகள் பல தரும் பள்ளி வாழ்க்கையை,

நினைத்தாலே இனிக்கும்.

**SARAVANAN P**

**20IT088**



## உள்ளங்கையில் உலகளாவிய தளம்

மனதில் பீதியாக

உயிர்பயம் உணர்த்து

உறவுகளை இழந்து

எண்ண அலைகளில் தத்தளிக்கும்போது மெய்நிகர் உலகம் கைபேசி, மடிக்கணினி வழியாக குழந்தைபோல் புன்னகையோடு நம் விரல்களில் ஒவ்வொரு மனிதிலும் ஓசையன்றி கால் பதித்தது.

இரண்டாயிரம் ஆண்டுகளுக்கு முன்பு கணியன் பூங்குன்றனார்

புறநானூறு பாடல்களின் வரிகள்

"யாதும் ஊரே யாவரும் கேளீர்"

நனவானது.

உலகின் மிகச்சிறந்த வல்லுனர்களின் விரிவுரைகள், திட்டம், பணிகள் ஏழை, பணக்கார பேதமின்றி, மாணவர்களின் அறிவு பசி ஆற்றியது.

கிராமப்புற மாணவர்கள் சுயமாக உருவாக்கிய மென்பொருள் புதுமைகள், நகர்ப்புற மாணவர்கள் வேட்கை படைப்புகள் சாத்தியானது.

"தீதும் நன்றும் பிறந்தர வாரா"

இயற்கையை அழித்தல், மாறுபட்ட உணவு முறைகள், முரண்பாடான எண்ணங்கள், எதிர்ப்பு சக்தியின் எதிர்கள் என்று உணரச் செய்தது

தியானம், யோகா, உடற்பயிற்சி, உணவு மாற்றங்கள் என நம் உயிர் வாழ நமக்கான தேடுதலாக இணைய வழி தேடுதல் 24\*7 நண்பனாக மாறியது.

அன்றாடம் செய்திகள் மதம் மொழி இனம் கடந்து மனிதம் உணரச் செய்தது.

covid தன்னார்வ சேவைகள் சமூக ஊடகங்கள் மூலம் எளிதாக ஏழை பாமர மக்கள் தேவையைப் பூர்த்தி செய்தது

கத்தியைக் கையாள்வது போல நல்ல முயற்சிகளுக்கும் செயல்களுக்கும் பயன்களுக்கும் மெய்நிகர் தளம் (Virtual platform) கனவு வேட்கையை மிக விரைவில் நனவாக்குகிறது

மாயை போன்ற கனவு உலகின் செயல்பாடுகளுக்குச் சிக்கிக் கொண்ட மனிதர்களின் வாழ்க்கையைக் கேள்விக்குறி ஆக்குகிறது



எதை நோக்கி

எப்படி என்ற முறையில்

எண்ணங்களை செதுக்கும் போது

வாழ்க்கை வளமாகிறது

**Professor**  
**DR. D.Tamilselvi**



## Contact us

iTunes Desk

Department of Information Technology  
Thiagarajar College of Engineering, Madurai.

If any events organized or achievements done  
send us at

 [itunes2k1920@gmail.com](mailto:itunes2k1920@gmail.com)

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