

# AISHWARYA K M

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in LinkedIn

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## OBJECTIVE

As a motivated and aspiring software developer, I am seeking a challenging position where I can leverage my diverse programming skills and problem-solving abilities. My goal is to contribute to innovative projects and continuously enhance my technical expertise in a dynamic and growth-oriented environment.

## EDUCATION

**Bachelor of Information Science**, Maharaja Institute of Technology Mysore, Mandya **Expected 2025**  
CGPA: 9.04/10

**PUC(PCMB)**, JSS PU College for Women, Mysore **2019 - 2021**  
Percentage: 88.83

**X CBSE**, M C S Public School, Chamaraajagar **2018 - 2019**  
Percentage: 78.83

## LANGUAGE PROFICIENCY

- English.
- Kannada.

## SKILLS

<b>Programming Languages</b>	Python,C, JavaScript, SQL.
<b>Frameworks/Libraries</b>	Django, Pandas.
<b>Tools and Technologies</b>	NodeJs, Vscod,git, Pycharm, Google Colab.
<b>Academic Coursework</b>	Data Structures and Algorithm, Operating Systems,OOPS,DBMS.

## EXPERIENCE

**Intern | WizzyBox Pvt.Ltd** Feb 2025 - Present

- Working as a Python Developer, contributing to backend development and automation tasks.
- Collaborating with the team to enhance system performance and implement new features.
- Utilizing technologies such as Python, Django , SQL.

**Intern | InternPe** Aug 2024 - Sep 2024

- Developed various Python-based applications including a Pac-Man game, Snake game, and Connect 4 game.
- Gained valuable hands-on experience with Python, Pygame, and tkinter, focusing on game mechanics, GUI design, and problem-solving. ([Project Link](#))

## PROJECTS

**Blood Bank Management System:** Developed a Blood Bank Management is a browser-based system that is designed to store, process, retrieve and analyse blood related information. Built with PHP and MySQL, Implemented CRUD operation and Used Triggers, Assertion and Procedure. ([Project Link](#))

**Emotion Based Music Player:** Developed a music player that detects user emotions through facial recognition and selects songs accordingly. Integrated machine learning algorithms like CNN and Viola-Jones algorithm to enhance user experience by personalizing playlists based on mood. ([Project Link](#))

**AI-Agricultural Chatbot:** Developed an AI-based chatbot using Naive Bayes, and VGG-19 models for crop recommendation and plant disease detection, integrated with NLP for interactive agricultural assistance.

## CERTIFICATIONS

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- Python Programming - Simplilearn | Skill Up
- AWS cloud practitioners' essentials – Coursera
- Career Essentials in Generative AI – Microsoft and LinkedIn.
- Placement Preparation - Internshala
- Advanced Web Development - She Codes

## EXTRA-CURRICULAR ACTIVITIES

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- Active in **GirlScript Summer of Code** (GSSOC) with contributions to open-source projects.
- Participated in a coding workshop organized by **SheCodes**, where I developed foundational skills in HTML, CSS, and JavaScript. The hands-on sessions allowed me to build several front-end projects
- I represented my college in inter-college **Sprint events**, specializing in the 100m and 200m races, while also helping organize team practice sessions.

## HOBBIES

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- Reading novels.
- Gardening.
- Traveling.