

ANASWARA K

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PROFILE

Detail-oriented Computer Science undergraduate with hands-on experience in web development, algorithms, and embedded systems. Skilled in building interactive applications using React, TypeScript, and JavaScript, with strong fundamentals in Python and Java. Passionate about problem-solving, scalable system design, and applying technology to real-world challenges.

EDUCATION

Bachelor of Technology in Computer Science

August 2023 – Present

Amrita Vishwa Vidyapeetham, Coimbatore.

CGPA (up to 4th semester): 7.45 / 10

SKILLS

Programming Python, Java, JavaScript, Dart, DSA

AI / ML Tools NumPy, Pandas, Scikit-learn, Matplotlib, Seaborn

Web & Tools GitHub, VS Code, StarUML, React, HTML, CSS

Databases DBMS, MySQL

Soft Skills Problem-solving, Team collaboration, Communication

PROJECTS

Airline Ticket Booking System: Developed an online flight booking website using HTML, CSS, and JavaScript, featuring a responsive design, flight search functionality, and a user-friendly booking interface with basic form validation. Enhanced usability by integrating dynamic form handling and modular UI components for easier future expansion.

BFS Maze Game & Visualizer (React + TypeScript) (GitHub): Built an interactive maze game with keyboard-based player control and win detection. Used DFS for maze generation and BFS for animated shortest-path visualization. Added difficulty levels and a clean, premium UI for a complete game experience. Implemented reusable algorithms and optimized rendering to ensure smooth performance across all difficulty modes.

Smart Health Monitoring Vest (STM32) (GitHub): Developed a smart wearable vest using the STM32 microcontroller with integrated heart-rate monitoring, fall-detection mechanism, and temperature sensing. Implemented sensor data acquisition and real-time processing to detect abnormal conditions and improve personal safety. Designed a modular firmware architecture enabling easy integration of additional sensors and alert mechanisms.

University Service App Prototype (Flutter): Built a modern, modular campus application prototype designed to streamline student-university interactions. Developed a complete and scalable frontend architecture with reusable UI components, intended as an adaptable template for integration with backend services. Focused on creating a consistent design system and improving user accessibility across the app.

WORKSHOPS & TRAINING

Participated in Dockers workshop conducted by Amrita Vishwa Vidyapeetham.

Participated in Generative AI workshop conducted by IIT Madras.