

DIKSHA MANU

Software Developer

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LeetCode | **HackerRank** | **Linkedin** | **CodeChef**

EDUCATION

Cambridge Institute of Technology

Information Science and Enginnering Bachelor's of Engineering

CGPA: 9.0

Bangalore,Karnataka

December 2020 - May 2024

Saint Joseph School

PCM High School

Percentage: 86.20%

Bhagalpur,Bihar

2019 - 2020

DAV public School

Degree in School Class 10

Percentage: 87.80%

Bhagalpur,India

2017 - 2018

SKILLS

Programming Languages: Java,Python(basic),C

Libraries/Frameworks: HTML,CSS, Javascript, React, Vue js, TypeScript

Tools / Platforms: Jira, google collab, Visual Studio code, Jupyter Notebook, Docker

Databases: SQL,Cloud,Machine Learning, DBMS

PROJECTS / OPEN-SOURCE

Enhanced Drowsiness Detection using ML and DL

Python,Tinkter

Our Driver Drowsiness Detection system is an innovative application of artificial intelligence and machine learning technologies to enhance road safety. This project leverages AIML, Random Forest, and Convolutional Neural Networks (CNN) to detect signs of driver drowsiness in real-time.

Dispensary Management System

Java,Java Swings,Oracle,SQL

The Dispensary Management System, developed in Java and integrated with Oracle, offers both user and admin modes. In the user mode, patients can schedule appointments, view medical records, and request prescription refills. Admins have access to patient records, can manage appointments and medications, and generate reports, ensuring efficient and secure management of dispensary operations.

Programming Lingo

Android Studio,Java,HTML

Programming Lingo" is a comprehensive Android app developed using Java and Android Studio, serving as a multifaceted tutorial hub for beginners in programming. Its user-friendly interface, built with HTML, provides an accessible platform for enthusiasts to explore and learn.

Candy Crush | Link

HTML,CSS,JAVASCRIPT

This JavaScript code implements a simplified version of the popular Candy Crush game. It begins by setting up the game board, creating an 8x8 grid of candy squares with random initial colors. The candies are draggable, and their movements are tracked using various event listeners for drag start, end, over, enter, leave, and drop. The code ensures that candies can be swapped only if the move is valid (adjacent). There are functions to handle candy movement down the grid, and it continuously checks for matches in rows and columns of three or four candies. When matches are found, the corresponding candies are cleared, and the player's score is updated. The game runs in intervals, creating a dynamic and interactive experience for the player. The overall structure of the code reflects the logic and mechanics of the Candy Crush game.

To-Do list | Link

HTML,CSS,JAVASCRIPT,REACT

This React code defines a Todo List application where users can input tasks with titles and descriptions. The application employs functional components and utilizes the useState hook for state management. Tasks are represented as objects, and users can add, delete, and mark tasks as completed. The UI, styled with Tailwind CSS, includes input fields for task details and dynamically renders a list of tasks with associated information. The code structure adheres to React best practices, providing a clean and organized implementation for a straightforward and functional Todo List.

CERTIFICATIONS

- Samsung -Innovation Campus AIML - Samsung.
- Hackerrank - SQL(BASIC) - Hackerrank.
- Hackerrank-JAVA(BASIC) - Hackerank.
- HackerRank- Python (BASIC) - HackerRank.
- HackerRank-Problem Solving (BASIC) - HackerRank.
- Microsoft Azure AI 900 - Microsoft.

HONORS & AWARDS

DEPARTMENT TOPPER ISE -2023