Diya Mittal

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Education

Vellore Institute of Technology   Sep. 2022 – Sep. 2026
Bachelor of Technology in Computer Science   *Bhopal, Madhya Pradesh*

Projects

Myntra Aura │ *Python, OpenCV, scikit-learn, Flask*   **October 2025**
- Engineered a machine-learning model achieving 85% accuracy in analyzing skin undertones to suggest personalized clothing palettes.
- Incorporated CNN feature extraction and color-space normalization, reducing lighting-based classification errors by 30%.
- Deployed via Flask web interface enabling selfie upload and instant recommendations.
- Established integration of data preprocessing, feature engineering, and interpretability for user trust.

Moot Court Simulator │ *Node.js, React, MySQL, WebSocket*   **January 2025**
- Architected a real-time multi-user simulation system replicating courtroom procedures for law students.
- Orchestrated session synchronization and timed role interactions utilizing WebSockets for low-latency communication.
- Fortified system resilience with a persistent state mechanism, guaranteeing 100% data recovery during forced disconnect scenarios.

Lexi Track │ *React, PHP, MySQL*   **November 2024**
- Enforced strict data security by establishing Role-Based Access Control (RBAC) for 3 distinct user hierarchies, resulting in zero unauthorized access incidents.
- Constructed robust RESTful APIs to manage data validation, maintaining 99.9% transaction integrity during concurrent updates.
- Accelerated case record retrieval speed by ~40% through the refinement of MySQL queries and strategic database indexing.

Technical Skills

Languages: C++, Python, JavaScript, SQL (MySQL), PHP, HTML/CSS
Frameworks & Libraries: React.js, Node.js, Flask, OpenCV, Tailwind CSS
Developer Tools: Linux, Git, GitHub, Docker, Postman, VS Code

Relevant CourseWork

- Full Stack Developer – SmartBridge   *Jan 2025 – April 2025*
- GenAI – IBM   *Jan 2025 – April 2025*
- Cloud Computing – NPTEL   *April 2024 – Aug 2024*

Extracurricular

Xbox Game Camp Asia   **Remote**
Selected Team Member (Top 4 teams in India)   *Feb 2024 – May 2024*
- Selected from 500+ applicants **to lead** the technical development of "Spirits' Solace," a puzzle-adventure game using Unity .
- Orchestrated gameplay logic in an **Agile** environment, conducting weekly sprints and coordinating tasks to achieve 100% on-time delivery of game milestones.
- Engineered a cohesive player experience by integrating 10+ unique narrative events, strengthening collaboration between design and system implementation teams.

GirlScript Summer of Code   **Remote**
Open-Source Contributor   *Oct 2023 – Dec 2023*
- Collaborated with distributed cross-functional teams to optimize frontend performance and fix UI/UX bugs.
- Utilized **Git** and **GitHub** for version control, managing merge conflicts, and submitting multiple Pull Requests (PRs).
- Contributed to open-source repositories ensuring code quality and adherence to community standards.