K Kanishthika

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OBJECTIVE

A highly motivated engineering student seeking an opportunity to apply the technical skills and knowledge gained from my computer science engineering degree in a challenging and dynamic environment, where I can contribute to the growth and success of the organization while growing alongside it.

EDUCATION

B Tech in Computer Science and Engineering
 School of Computing, Amrita Vishwa Vidyapeetham, Coimbatore
 (Current) CGPA: 8.44/10 (up to 5th semester)

 AISSCE (12th Std)
 Mark: 450/500 (90.0%)

 ICSE (10th Std)
 2022-2021

Mark: 550/600 (91.6%)

TECHNICAL SKILLS

- Languages and Programming: Python (Intermediate), Java (Intermediate), C (Basic), DSA
- Web Development and Database: HTML5, CSS, JavaScript; MySQL
- Tools And Platforms: Microsoft Word, Excel, Windows, Linux

TECHNICAL INTERESTS

- Data Science and Machine Learning
- Data Structures & Algorithms
- Web Development

PROJECTS

Game Hub

Objective: Developed a responsive gaming platform designed specifically for children, offering a safe and interactive space to play curated web-based games.

Technologies Used: HTML5, CSS, JavaScript.

• Student Group Management System

Objective: Designed a structured system to manage and organize student groups based on academic performance with dynamic grouping, reshuffling, and waiting list management. Technologies Used: Python, Data Structures (Linked Lists, Hash Maps).

CERTIFICATIONS

• Data Science: Foundations of Programming and Data Science