

# Kashika Malhotra

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## EDUCATION

<b>Maharaja Surajmal Institute of Technology (GGSIPU)</b> <i>Bachelors of Technology ( Information Technology ) CGPA 8.9/10.00</i>	Delhi, India 2023 - 2027
<b>New Era Public School, Mayapuri</b> <i>95% in 12TH, 92% in 10TH</i>	Delhi, India 2023

## TECHNICAL SKILLS

**Languages:** Python, C/C++, MySQL, HTML/CSS, LaTeX, Java  
**Frameworks:** Flask, TensorFlow, YOLO, LLMS  
**Developer Tools:** Git, GitHub, GitLab, VS Code, Visual Studio, PyCharm, IntelliJ  
**Platform:** Windows, Linux  
**Soft Skills:** psychology, public speaking, communication, team work  
**Libraries:** pandas, NumPy, Matplotlib, Seaborn, Tkinter, Pillow, OpenCV

## EXPERIENCE

<b>Intern</b> <i>Orange Business</i> <ul style="list-style-type: none"><li>Automated SharePoint workflows using Microsoft Power Automate.</li><li>Scraped dynamic websites using Selenium and BeautifulSoup.</li></ul>	June 2025
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## ACHIEVEMENTS

<b>Google Women Engineers'24 Scholar</b> <i>offered by TalentSprint, Supported by Google</i> <ul style="list-style-type: none"><li>Recognized as one of the top 1% of scholars from over 30,000+ applicants nationwide.</li><li>Secured a 1 lakh rupees scholarship and a 2 Year Mentorship programme</li></ul>	February 2024
<b>AWS AI &amp; ML Scholar</b> <i>offered by Udacity, AWS</i>	October 2024
<b>Semi-Finalist</b> <i>Google Girl Hackathon</i>	March 2025

## PROJECTS

<b>Zombie War: Game</b>   <i>pygame</i> <ul style="list-style-type: none"><li>Utilized advanced object-oriented programming principles in Python with Pygame.</li><li>Designed and implemented a dynamic game featuring an intuitive graphic user interface (GUI).</li><li>Developed key game features, including player animations, enemy creation, health management, weapon switching, damage mechanics, and magic abilities.</li><li>GitLab : <a href="https://gitlab.com/codhersh2/zombie-war/">https://gitlab.com/codhersh2/zombie-war/</a></li></ul>	July 2024
<b>Agribuzz: Farm Management Website</b>   <i>MERN Stack, Machine Learning, Deep Learning</i> <ul style="list-style-type: none"><li>Tools used include HTML5, CSS3, Bootstrap, JavaScript, Classification and Regression models, YOLO V5, Git, and GitHub.</li><li>Implemented a deep learning model (YOLO V5) for plant bacteria spot detection, trained on over 18,000 images.</li><li>Utilized machine learning models for crop yield prediction, crop type prediction, and crop price prediction.</li><li>Link to the deployed website : <a href="https://agribuzz.onrender.com/agribuzz">https://agribuzz.onrender.com/agribuzz</a></li></ul>	August 2024
<b>Lead Loom: Agentic AI Lead Generation System</b>   <i>Selenium, Gemini API, BeautifulSoup, LLMs</i> <ul style="list-style-type: none"><li>Built an end-to-end automated system for lead generation and outreach tailored for startups and small businesses.</li><li>Used Selenium and BeautifulSoup to scrape and filter lead data from company websites.</li><li>Generated LaTeX-based pitch decks using LLMs for automated, professional client presentations.</li><li>Link of Deployed project: <a href="https://render-lead-loom.onrender.com/">https://render-lead-loom.onrender.com/</a></li></ul>	May 2025