Kavya

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EDUCATION

- **Indraprastha Institute of Information Technology Delhi** — Delhi, India
  Bachelor of Technology - Computer Science and Design — *July 2023 - June 2027*
  Relevant Courses: Data Structures and Algorithms, Object Oriented Programming, Operating Systems, Database Management System, Computer Organisation, Visual Design and Communication, Linear Algebra, Probability Theory

SKILLS SUMMARY

- **Languages:** Python, C++, C, SQL, Java, GDScript
- **Tools:** GIT, Graphviz, LaTeX, Arduino, Adobe Illustrator, Adobe Photoshop, Figma
- **Platforms:** Linux, Web, Windows, Arduino, Raspberry, AWS, GCP, Alibaba Cloud, IBM Cloud
- **Soft Skills:** Leadership, Event Management, Writing, Public Speaking

EXPERIENCE

- **Women Engineers Scholar' 2024 supported by GOOGLE**
  Scholar (Cohort 6) — *Feb 2024 - Present*
  - **Selected among top 100 scholars (from 30,000+ applicants) for Google's WE program, mastering Python, Haskell, LaTeX, and Git through intensive coding projects and algorithmic problem-solving with direct mentorship from Google engineers.:**

PROJECTS

- **GoCab - AI-Driven Cab Booking (Full-Stack Development, Database Design):** (Jan'25 - Present)
  - Built an Uber-like cab booking system using MySQL with real-time ride and fare management.
  - Enhanced backend efficiency with advanced database indexing, cutting API time by 50%.
  - Tech Stack: React, Node.js, MySQL, HTML/CSS

- **Asha AI Chatbot (AI-Powered Virtual Assistant, NLP):** (April'25 - Present)
  - AI-powered virtual assistant for women's career empowerment, integrating RAG and real-time APIs for job/event data with bias mitigation.
  - Tech Stack: Python, Transformers, FastAPI, PostgreSQL.

- **Angry Birds Game(Game Development, OOP):** (August '24 - November'24)
  - Developed an Angry Birds clone game using Java and libGDX with dynamic physics-based gameplay and multiple levels.
  - Implemented save and load functionality using serialization.
  - Applied OOP principles and design patterns with JUnit tests to ensure modularity and code quality
  - Tech Stack: Java, libGDX, JUnit, Git, Serialization, Design Patterns

- **University Management System (Academic Software):** (September '24 - October '24)
  - Developed a secure academic management system in Java leveraging OOP principles, design patterns, and robust class hierarchies to streamline authentication, course registration, and student services.
  - Implemented inheritance and polymorphism for scalable administrative functions and efficient complaint resolution.
  - Tech Stack: Java, Design Patterns

- **Trex-Trek (2D Game Development):** (July'24 - August '24)
  - Enhanced the classic Chrome Dino game into Trex-Trek, a dynamic 2D platformer with thematic worlds, power-ups, and a day-night cycle.
  - Tech Stack: Godot, GDScript, Illustrator

- **Byte Me (Food Ordering System):** (September '24 - October '24)
  - Implemented a Java backend for a food ordering system using OOP and CSV-based data persistence, with CLI/GUI interfaces.
  - Integrated real-time inventory checks and dynamic cart pricing to ensure order accuracy.
  - Tech Stack: Java, File Handling

ACHIEVEMENTS

- **SheFi Scholar, 2024 Cohort:** Received expert training in blockchain, DeFi, and cryptocurrency to develop leadership in fintech innovation(December '24)
- **Selected Delegate, HPAIR Asia Conference 2024:** Selected to contribute to international relations and global issues at the prestigious HPAIR Asia Conference.(August '24)
- **Solved 250+ DSA and Competitive Programming Problems:** Sharpened problem-solving skills through consistent practice on platforms likeLeetcode, GeeksforGeeks, and CodeChef.

VOLUNTEER EXPERIENCE

- **Induction Mentor, Class of 2028** — IIIT Delhi, India
  Mentored freshmen through orientation, fostering community integration. — *Jan 2025*

- **Public Relations Organizing Team, ODYSSEY'24** — IIIT Delhi, India
  Managed outreach and engagement strategies to boost participation and visibility for the fest. — *Jan 2024*