# KUSHAGAR SINGH AHUJA

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2026 B.Tech, Computer Science and Engineering

## Education

**SRM IST-Ramapuram** — 2026 CGPA - 6.9/10
B.Tech · ComputerScience and Engineering

**Career Point Gurukul** — 2022
ClassXII-CBSE · MPC · Mohali,Chandigarh — Percentage - 82%

**DAV CENTENARY PUBLIC SCHOOL** — 2020
ClassX-CBSE · MPC · MANDI(H.P) — Percentage - 82%

## Experience

**1STOP REMOTE** — Jul 2023 - Sep 2023
Ethical Hacking · intern · Traning — remote

## Projects

**CreditFraud Detector** — Feb 2025 - May 2025
SRMRamapuram · Python , Scikit-learn , Matplotlib / Seaborn — Machine learning
Fraud Detection, Machine Learning, FinTech Security, Classification Models
Developed a machine learning-based fraud detection system to identify suspicious credit card transactions with high accuracy. Handled imbalanced datasets using SMOTE and evaluated multiple models, including Logistic Regression, Random Forest, and XGBoost. Focused on minimizing false positives and maximizing recall. Designed and tested data pipelines, performed EDA, and visualized performance using confusion matrices and ROC curves.

**Snake and Ladder Game** — Sep 2023 - Oct 2023
SRMRamapuram · Java, OOP Concepts ,Random class
The Snake and Ladder Game project is a console-based simulation of the classic board game, developed using Java and Object-Oriented Programming (OOP) principles. It features a board with predefined positions for Snakes and Ladders, two players, and a dice simulation using Java's Random class. Players take alternate turns, rolling the dice and advancing on the board. If a player lands on a snake's head, they slide down to its tail, and if they land on a ladder, they climb up to its top. The first player to reach exactly 100 wins the game. The project reinforces concepts like classes, methods, encapsulation, and control flow structures in Java, making it an engaging way to apply programming fundamentals in a game development context.

**Location Finder using Kali Linux** — Jul 2023 - Sep 2023
!stop · KaliLinux, Python, Geolocation APIs, — cyber security
Cybersecurity, Ethical Hacking, Geolocation, Social Engineering
Simulated ethical hacking scenarios to track device locations using IP-based and GPS-based phishing techniques. Used Kali Linux tools to deploy fake location-access pages and capture target coordinates using HTML5 Geolocation API. Leveraged Ngrok for public exposure and mapped real-time location data. Demonstrated the importance of user awareness in phishing attacks and location data privacy.

## Skills

Python,C++, C, Kali Linux, Video Editing, Photo Editing



## Languages

English[Professional Working Proficiency], Hindi [Professional Working Proficiency]