MAUSUMI BHUYAN

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SUMMARY

Aspiring engineer with a strong interest in web, software development, and robotics, seeking a career opportunity to apply my skills, innovate, and gain hands-on experience in a collaborative environment.

PROJECT

Visual-Based Navigation: Visual perception technique for autonomous systems

github.com/MAUSUMIBHUYAN/Vision-Based-Navigation • January 2025 - May 2025

• This project implements a GPS-independent autonomous drone landing system using computer vision. The drone detects a colored landing marker via its onboard camera, enabling precise navigation and landing without reliance on external signals like GPS or internet connectivity.

Creovate Website

mausumibhuyan.github.io/Creovate/ • March 2025 - April 2025

Designed a dynamic portfolio website for Creovate, incorporating HTML, CSS, and JavaScript to deliver a visually appealing and fully responsive user experience with interactive features and animations

Task Management System

github.com/MAUSUMIBHUYAN/Task-Management-System • November 2024 - December 2024

Implemented a web-based Task Management System that enhanced team collaboration, optimized task assignments, and provided real-time tracking, utilizing PHP, MySQL, HTML, CSS, and JavaScript.

Bookshop Management System

github.com/MAUSUMIBHUYAN/Book-Management-System • November 2024 - December 2024

Implemented a bookshop management system in C++ featuring functionalities for adding, deleting, and updating book records, with advanced search capabilities for title or author and seamless purchasing options.

Traffic Light Controller

github.com/MAUSUMIBHUYAN/Traffic-light-controller • October 2024 - November 2024

Implemented a reinforcement learning-based traffic light controller system that optimized traffic flow, significantly decreasing congestion and improving travel time at a critical intersection.

Tracing Script Evolution Through Analysis of Handwritten Kannada Texts

 $github.com/MAUSUMIBHUYAN/Tracing-Script-Evolution-Through-Analysis-Of-Handwritten-Kannada-Texts \bullet \textbf{February 2024-May 2024-May$

An analytical framework to trace the evolution of handwritten Kannada scripts, utilizing machine learning models to uniquely identify and characterize various writing styles over time.

Blackjack Game

github.com/MAUSUMIBHUYAN/Project • April 2023 - June 2023

• Blackjack, also known as 21, is a classic card game where the objective is to achieve a hand value closer to 21 than the dealer's without exceeding it. Players compete against the dealer, strategically drawing cards to optimize their total while avoiding a bust.

EDUCATION

Electrical Engineering

Indian Institute Of Technology Palakkad • Palakkad • 2022-2026 • 7.5/10

Intermediate

ARIHANT H S SCHOOL • 2019-2021 • 84%

10TH

ST. JOSEPH'S ENGLISH MEDIUM SCHOOL • 2019 • 83%

INVOLVEMENT

Organizer

· Organizer for the fashion and craft competition during the college fest, overseeing event coordination and participant management.

Volunteer

Volunteer for the college fest workshop.

SKILLS

HTML, CSS, Javascript

Python, C++, MATLAB