SOBIKA S M

BE COMPUTER SCIENCE AND ENGINEERING

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GitHub: https://github.com/SOBIKASM

Portfolio: https://portfolio-frontend-sobikasms-projects.vercel.app/

LinkedIn: https://www.linkedin.com/in/sobika-s-m-bb6ab42ba/

Leetcode: https://leetcode.com/u/SOBIKA_S_M_/

CAREER OBJECTIVE

Aspiring Software Engineer with hands-on experience in MERN stack and computer vision projects, seeking an entry-level role to build scalable applications and intelligent systems.

EDUCATION

BE - Computer Science and Engineering **(2023-2027)**
Bannari Amman Institute of Technology, Sathyamangalam.
CGPA: 7.91 (till 5th semester)

HSC **(2022-2023)**
Little Flower Matric. Hr. Sec. School, Sathyamangalam.
Percentage: 97.16%

SKILLS

Programming Languages: C, Python, SQL

Web Development: MongoDB, Express.js, React.js, Node.js (MERN stack)

ML: OpenCV, Mediapipe

Tools: VS Code, GitHub, Postman, Figma

PROJECTS

➢ Knowledge gaining platform

Technologies: React.js, Node.js, Express.js, MongoDB

- Developed a **MERN**-based learning platform serving educational content (stars, galaxies, constellations, periodic table, and world countries)
- Designed **RESTful APIs** using Express.js and **MongoDB** for handling 100+ data records and to ensure smooth data flow between client and server.
- Built responsive UI using React.js with **structured navigation**.

GitHub: https://github.com/SOBIKASM/happyLearning

➢ Sign Language Translator

Technologies: Python, OpenCV, MediaPipe, TensorFlow

• Developed a real-time **Sign Language Translator** using computer vision and deep learning.

• Captured live video input and processed hand landmarks using MediaPipe.

• Trained a TensorFlow model to recognize **American Sign Language (ASL) alphabets**.

• Implemented logic to map predicted ASL alphabets to **Indian Sign Language (ISL)** equivalents.

•With processing 20-25 FPS and accuracy up to **90-92%.**

GitHub: https://github.com/SOBIKASM/TALK-WITH-HANDS

➢ Gesture Control Projects

Technologies: Python, OpenCV, MediaPipe

• Implemented real-time hand-gesture recognition using webcam input.

• Built finger-counting logic for accurate hand pose detection.

• Developed gesture-based **system volume control** using thumb–index finger distance.

• Designed a **virtual mouse** enabling cursor movement and click actions through hand gestures.

GitHub: https://github.com/SOBIKASM/Hand-Gesture-Projects

AREA OF INTEREST

- Computer Vision
- Machine Learning
- Full Stack Web development

ONLINE COURCES

- Responsible and Safe AI systems - NPTL

LANGUAGES

- Tamil (S, R, W)
- English (S, R, W)

DECLARATION

I hereby declare that the information provided above is true and correct to the best of my knowledge and belief.

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