### SREEVAASINI SREEKUMAR

# **B. Tech Computer Engineering**



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Age-20

ACADEMICS				
Qualification	Institute	Board / University	Year	% / CGPA
B. Tech CE	NMIMS, Navi Mumbai	NMIMS University	2026	3.54/4(As per Sem 4)
XII	Ryan Internation School, Sanpada	CBSE	2022	82.00%
Х	North Point School, Koparkhairane	ICSE	2020	89.00%
	C++			Pursuing
Professional	Java			Pursuing
Certifications	Python			Sep' 23
	<ul> <li>Core Languages: C++,,Java</li> </ul>	Software: VS (	Code	
Skills	OS: Windows	Databases: M	ySQL	
	Other Known Languages: SQL, Web Dev			

#### INTERNSHIPS

Company Name: Sri Sarada Math, Chennai

Dec '22

Role: Volunteer

- · Organized and maintained educational and spiritual book collections and maintained computerized records to update.
- Managed expired medicines disposal and arranged medical supplies.
- Created artistic paintings to raise funds and foster creativity.

#### **ACADEMIC PROJECTS**

**Project Title: Restaurant Management System** 

Jun' 24 - Jul' 24

**Role: Development** 

**Environment: Eclipse IDE** 

Language: Java

With Table reservation, adding then removing orders when confirming availability, and making instantaneous changes to availability enabled by this system, it enhances the user's experience and hence allows for effective storage and retrieval of information.

Project Title: Designed a Coffee Website

**Role: Development and Coding** 

Environment: VS Code Language: HTML,CSS,JS

Developed a full-stack coffee website with both frontend and backend components, offering seamless navigation and functionality. Implemented various pages for home, about, menu, products, reviews, contact, location, and blogs, managed backend integration, and ensured seamless connectivity for enhanced user experience.

Project Title: Tic-Tac-Toe Game Implementation in Python

Sep' 23-Apr' 24

**Role: Game Logic Development** 

Environment: Colab Language: Python

Created a Python-based Tic-Tac-Toe game, implementing logic for move validation, winning condition checks, and handling tie situations, using lists and loops for board management and player turns.

Project Title: Library Management Dec' 22-Dec' 22

Subject: C++

Role: Database File Handling
Environment: Online GDB Compiler

In this Library Management System, you can enter the record of new books and retrieve the details of books available in the library. You can issue the books to the students and maintain their records.

### RESEARCH PAPERS

#### Paper Title: A Hybrid Model for Phishing URL Detection Using

Dec' 22

**Machine Learning and Deep Learning Techniques** 

A study incorporated Evolutionary Structure-Aware Network (ESAN) and traditional machine learning models like Random Forest for phishing detection, enhancing accuracy and robustness in identifying phishing URLs.

### **POSITION OF RESPONSIBILITY**

### Head of Creatives & Photography | Entrepreneurship Cell

Aug' 24 - Preseny

- Captured high-quality images tailored to specific project goals, enhancing visual storytelling.
- Coordinated with creative directors and designers to translate conceptual ideas into compelling visual content.

#### Member | Marketing Team of Student Council

I played a supporting role in organizing and implementing marketing approaches for enhancing attendance and involvement in college activities.

With the help of my colleagues, I was able to develop advertising materials which will help the college's activities become more popular by using different means of communication such as Facebook or Twitter.

#### Member | Creatives Team of Student Council

Aug' 21 - Apr' 22

- I assisted in choosing a theme for college functions to make sure that events targeted their objectives and appealed to audiences.
- I produced digital and hand-drawn images that depicted the selected theme, thereby improving the event's overall appearance.

## **CO-CURRICULAR AND EXTRA-CURRICULAR ACTIVITIES**

Extracurricular	Part of Dance Committee in Inginite 5.0 and Ignite 6.0	Mar' 23
Activities	Art and Craft Volunteer in Ignite 5.0	Oct' 22
Socials	Languages Spoken: English, Hindi and Tamil	