Vijeta Vijaykumar Naik

COMPUTER SCIENCE
AND DESIGN STUDENT

Contact

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About Me

A passionate Computer Science and Design student with experience in hackathons, web development, accessibility technologies, and interactive simulation projects. Skilled in leading teams, building full-stack apps, and designing user-friendly solutions. I enjoy collaborating, learning fast, and bringing innovative ideas to life.

Skills

- **Programming language**: Python
- **web technologies:** Bootstrap, Figma
- **Databases:** MySQL , MongoDB
- **Tools and Platforms:** Git, VS code
- **Concepts**: Data Structures, Algorithms, object oriented programming

Language

- **English**   (Advanced C1)
- **Kannada**   (Proficient)
- **Hindi**   (Intermediate)
- **Spanish**   (Beginner A1)

Education

PES Institute of Technology & Management, Shivamogga
B.E. in Computer Science and Design
*Recipient of **Academic Excellence of the year**, 1st year*
CGPA: 9.17

Shri Marikamba Institute, Sirsi
Pre-University (PCMB Stream), KSEEB
Percentage: 90%

St. Anthony High School, Sirsi
SSLC (KSEEB)
Percentage: 97%

Experience

Software Intern   May 2025-Jul 2025
Agnirva.com Space Community |Remote internship
Software Intern at Agnirva Space Community – worked on Python-based development and technical tasks.

Student Placement coordinator   2025
PESITM | CSD branch | shimogga , India
Served as the Student Placement Coordinator, managing communication, coordination, and on-ground support during placement drives for my branch.

Team Leader   Feb 2025
FOSS Hackathon| Shimogga, India
Led team Code Crafters on the SLAV project, managing task distribution, backend–frontend integration, and team coordination.

Team Member   Dec 2024
Smart India Hackathon| Greater Noida, India
Contributed to Axiom Trace, a cyber triage tool for digital forensics, including evidence support, documentation, and presentation to the jury.

Volunteer   Dec 2024
College Ethnic Day| Shimogga ,India
Coordinated Ethnic Day events, managing logistics, planning, and campus-wide cultural activities.

Team Manager   Oct 2024
National level Hackathon| Tumkur,India
Led the Ambience air-quality monitoring system, integrating Java sensor data with Google Earth Engine and managing team tasks and timelines.

Projects   </> https://github.com/Vij18eta

FoodiFi: Online Food Ordering and Management System
PHP-MySQL web app with role-based access for customers, vendors, and admins, enabling efficient order and restaurant management.

FinlitX: Finance Made Fun for Gen Z FinLitX is a modern, AI-powered financial literacy web app designed to make finance learning engaging, interactive, and fun — especially for Gen Z!

Aquarium simulation: 3D Underwater Simulation Using OpenGL
C-based visual simulator featuring animated fish, bubbles, and water effects with keyboard controls and transitions.

SignARise: A cloud-powered assistive tool that bridges this gap. It converts signs, voice, and text seamlessly, offering both an Accessibility Mode for real-world tasks and an Education Mode for inclusive learning.

Certifications and Accomplishments

NPTEL: Cloud Computing, Blockchain Technology, Theory of Computation
Udemy: Data Structures
Infosys Springboard: Database Management Systems (DBMS), Computer Graphics & Visualization (CGV)
Collaborated with a team of 7 to develop Adroit Achievers, a skill-marketplace solution, at the BITS Pilani Hyderabad hackathon.