

ISHIKA KESHRI

Bangalore, Karnataka

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Personal Overview

- Passionate about developing innovative solutions to enhance performance.
- Having a flexible mind to continuously expand knowledge through proactive learning
- Dedicated to achieving high-quality results with a strong focus

Education

Dayananda Sagar Academy of Technology and Management

Dec. 2022 – Sep. 2026

Bachelor of Engineering in Computer Science CGPA-8.13

Bangalore, Karnataka

Coursework

- | | | | |
|--|-------------------------------------|-------------------------------|---------------------------|
| • Data Structures and Algorithms (DSA) | • Database Management System (DBMS) | • Object Oriented Programming | • Software Engineering |
| | | | • Artificial Intelligence |

Projects

BankCONNECT | *Python, MySQL*

January 2023

- Designed and implemented a Bank Management System using Python and MySQL database, featuring account creation, transaction management, and secure data handling.
- Developed an ATM module for user authentication, balance inquiries, cash withdrawals, and mini-statement generation, ensuring seamless and secure functionality.
- Created a Passbook Updating System to automatically retrieve and display transaction histories, providing users with real-time account updates and printable statements.
- Integrated MySQL database for data integration such as storing account details, transaction logs, and user credentials. Optimized SQL queries for efficient data retrieval and updates to enhance system reliability and user experience.

UrbanEye | *HTML, CSS*

August 2024

- Collaborated in a team to develop a web-based Community Hazard Reporting platform enabling users to report issues like potholes, drainage problems, and garbage.
- On my part I was focusing on frontend development using HTML, CSS to create an interactive user interface for hazard reporting and map integration.
- Implemented machine learning models (BERT and Scikit-learn) for hazard classification and priority prediction, integrating real-time traffic data via the TomTom API.

WildLens: AI-Powered Wildlife Monitoring System | *TensorFlow, Google Earth engine*

December 2024

- Collaborated in a team to develop Wildlife Monitoring System for species identification using client-side Neural Networks and threat detection
- Designed for researchers, conservationists, and enthusiasts, WildLens promotes biodiversity monitoring and conservation efforts through an accessible and user-friendly interface.
- WildLens demonstrates potential for widespread deployment in remote areas, supporting ecological research and conservation technology advancements.

Technical Skills

Languages: Python, Java, C, C++, HTML, CSS, JavaScript

Developer Tools: VS Code, Eclipse, Google Cloud Platform, Android Studio, Git, GitHub, Jupyter

Technologies/Frameworks: ReactJS, Bootstrap, Machine Learning

UI/UX or Design Tools: Figma, Canva

Database: MySQL, MongoDB

Achievements

- Achieved 8th position in ML matrix, 24-hour National Level Hackathon.
- Solved 200+ problems on across platforms like Leetcode, Hackerrank
- Participated and achieved a good position in multiple coding contest .