AISHWARYA KYASA

Computer Science Engineer, Software Engineer and Frontend Developer

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in Aishwarya Kyasa.

EXPERIENCE

Master Thesis
IKEA

📅 january 2023 – present   📍 Malmo, Sweden

- Collaborated with Inter IKEA on a Master's thesis project to evaluate data transformation approaches.
- Performed a comparative analysis of RML and in-house approach, utilizing software testing heuristics, resulting in a thesis report.

Broadcast and sound technicians
JNTUHCEH

📅 April 2021 – May 2022   📍 Hyderabad, India

- Captured live performances using expertise in sound balancing and adjustment to produce high-quality recordings.
- Proficient in using industry-standard audio editing software to enhance sound quality resulting in a 20% increase in positive feedback from clients.

Robotics.
Path Creators

📅 July 2021 – September 2021   📍 Hyderabad, India

- Built a Bluetooth-controlled robot using Arduino technology, acquiring practical skills in electronics, programming, and teamwork, resulting in a 40% improvement in project quality
- Collaborated with a team of 12 members to successfully program a Bluetooth robot using Arduino technology.

TECHNICAL SKILLS

- Skill Set: C, C++, Python, Java, React.js, HTML5, CSS, Bootstrap, Javascript, SQL, node.js, Express.js, Vue.js, Linux, Numpy, MongoDB.
- Microsoft office programs:Word, Excel, PowerPoint and Outlook.
- Technologies: Artificial Intelligence, Machine Learning, UI development, Microsoft Azure, Google Cloud Platform, Kubernetes, Docker, DevOps, Deep Learning.
- Tools: Figma, Github, Robo3T, understand tool, Jira, Confluence.
- Computer Network, Database Management Systems, UML, PHP, Data Structures, Operating Systems.

ACHIEVEMENTS

- Won second place out of 50 participants in a university coding competition, highlighting my capacity to overcome challenges and showcase my technical skills.
- Achieved a top 5 ranking in the state Spelling Bee competition, outperforming over 95% of the participants.
- Led a team of 10 volunteers to plan, promote, and execute a charity fundraiser for a local non-profit organization that provides food and shelter to the homeless.

EDUCATION

MASTERS IN COMPUTER SCIENCE
Blekinge Institute of Technology

📅 2022 - Present   📍 Karlskrona, Sweden

BACHELORS IN COMPUTER SCIENCE
Jawaharlal Nehru Technological University

📅 2018 - 2022   📍 Hyderabad, India

- CGPA - 8.01

PROJECTS

Digital platform for adoption

- A web application using agile methodology where users can adopt children from different organizations.
- Using Node.js, MongoDB, Express.js, and passport.js to increase by 40% security.
- Having features like posts and a personal chat box.

Credit Card Fraud Detection

- Implemented a model using Logistic Regression and Neural Networks which detects credit card usage fraud by considering input parameters with 91% accuracy.
- Applied Keras, TensorFlow, Pandas, Scikit-Learn, Spark.

Text Classification

- Build a Machine learning model used to classify text messages as either spam or not.
- Utilized Natural Language Processing with NLTK and scikit-learn.

Movie Recommendation System

- Designed a movie recommendation system an ML-based approach to predicting the users' film preferences based on their past choices and behavior.
- Implemented using item-based collaborative filtering technique.

Simon Game

- Developed Simon Game. The object of the game is to repeat a series of random tile clicks created by the game.
- Used Css and JavaScript.

Netflix Clone

- Built a Netflix-like streaming application using the React.js framework.
- Employed TMDB API for pulling most popular movies and top rated movies

COURSE WORK AND RSEARCH

Assessing Maintainability of ArtOfIllusion: A GQM-based Study

In this paper, we assessed the maintainability of ArtOfIllusion using multiple versions and the Goal Question Metrics (GQM) framework. By employing diverse metrics and extraction tools, we obtained data that was subsequently analyzed using visualization methods to achieve our objectives.

Image Steganography using AES and K-means clustering

This research combines cryptography and steganography techniques to bolster data security. The study addresses compromised stego-keys and reinforces AES symmetric-keys through RSA encryption. Experimental results using K-Means and LSB steganography inform the integration's effectiveness for robust data security.

Implementation of Maze Problem Solving using Genetic Algorithm-AI in Python

Developed a Python software solution that employed a Genetic Algorithm (GA) to efficiently guide a mouse through mazes towards its objective. The GA algorithm iteratively evolved and refined optimal paths, enabling the mouse to navigate the mazes swiftly and effectively.

Development of Limited Math Server and Client Application

This project focused on developing a math server capable of solving matrix inversion and k-means clustering problems, along with a corresponding client application for communication. The implementation allowed for execution of the server and client programs on separate computers within a network, mimicking a distributed computing environment.
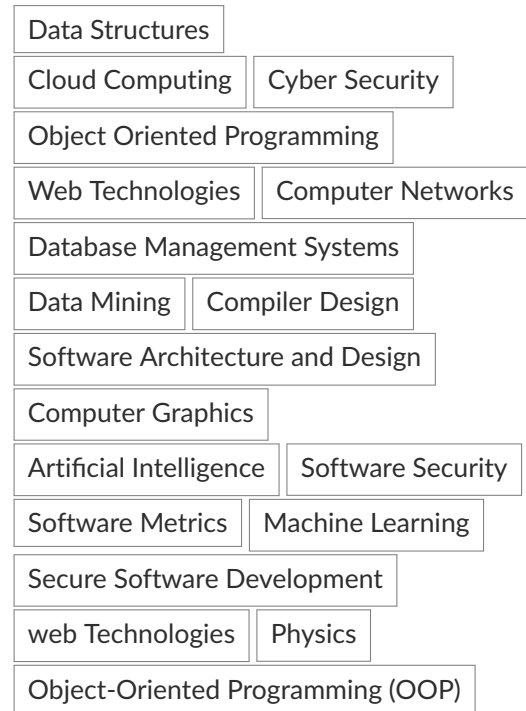
Vulnerability Analysis and Exploitation of a POP3 Server

This project involved analyzing and exploiting vulnerabilities in a virtual machine's POP3 server. Tasks included reading Bob's email, permanently blocking Bob's access to his email through the server, and preventing Alice and Bob from logging in on the machine's physical console. By leveraging the provided source code, successful attacks were executed to achieve the desired objectives.

CERTIFICATIONS

- Advanced Web Developer
- Python Pro Bootcamp
- Machine Learning Projects

MAJOR COURSES

Data Structures

Cloud Computing   Cyber Security

Object Oriented Programming

Web Technologies   Computer Networks

Database Management Systems

Data Mining   Compiler Design

Software Architecture and Design

Computer Graphics

Artificial Intelligence   Software Security

Software Metrics   Machine Learning

Secure Software Development

web Technologies   Physics

Object-Oriented Programming (OOP)

OTHER PROJECTS

- Candy crush
- Login authentication
- Survey form
- Basic portfolio website
- Blog website
- Stock price predictor
- Handwritten Digit Classification.

SOFT SKILLS

- Open Mind
- Communication
- Team-player
- Problem-solving
- Time management
- Creativity
- Adaptability
- Self-motivated
- Written Communication
- independent
- Self driven

PERSONAL DETAILS

- Languages Known : English, Hindi, Telugu, Swedish (elementary).
- Hobbies : Cooking, Dancing.