GRAMIKA SIJU

📞 9656229923   ✉ gramikasiju15@gmail.com

ABOUT ME

I am a motivated graduate with strong communication and organizational skills. I am seeking an opportunity in the banking sector to utilize my abilities in problem-solving, teamwork, and customer service. I am eager to learn and grow while contributing positively to the institution

EDUCATION

2021 - 2025

SREE CHITRA THIRUNAL COLLEGE OF ENGINEERING , TRIVANDRUM

B.Tech in Computer Science and Engineering

2017 - 2020

ST TERESA'S AIHSS,KANNUR

SSLC and PLUS TWO

EXPERIENCE

2025 (JUN-DEC)

ME(A)RN stack Intern

Internship (6 month) in Full Stack Development at Luminar Technolab .

2025 (JAN-APR)

Software Development Intern

Internship (3 month) in Software Development at Simplogics Solutions Pvt. Ltd.

SKILLS

- Leadership
- Adaptability
- Communication
- Teamwork
- Collaboration
- Decision Making
- Problem Solving

PROJECTS

- Learning Quest

- Activity Point Tracker

  The Activity Point Tracker is a web platform that uses OCR to extract details from certificates and automatically assign points based on predefined rules while preventing duplicates and ensuring accurate verification. It provides real-time point tracking for students and detailed reporting tools for faculty, making the evaluation process faster, efficient, and transparent.

- Ecommerce Application

  This project is a React e-commerce application that uses JSON Server as its backend to store products, cart items, and wishlist data. The app loads products (and fetches from DummyJSON if the database is empty), and allows users to browse items, search, view details, and manage a wishlist and shopping cart. All operations are performed through API calls using Axios.

- Chat App

  This project is a real-time chat application built using Node.js, Express, and Socket.io. When users join, they enter a username, and the app displays messages instantly to everyone without reloading the page. The server broadcasts chat messages, join notifications, and leave notifications to all connected users. The interface is styled with Bootstrap and uses JavaScript on the frontend to display messages, handle input, and update the chat window dynamically.

- Match Mania

Match mania is an interactive memory matching game built with HTML, CSS, JavaScript, and Bootstrap. The player flips cards to reveal images and tries to match pairs within a 30-second timer. The cards are shuffled at the start, and unmatched cards automatically flip back. JavaScript handles the game logic, timer, reset function, and card flip animations.

- My portfolio

This portfolio is a personal web-based showcase of my projects, skills, and achievements in software development and design. It features an intuitive layout, responsive design, and highlights key projects with detailed descriptions and visuals. Built using HTML and CSS the portfolio demonstrates my front-end development capabilities and design sense. It serves as a dynamic and professional platform to present my work to potential collaborators, recruiters, and clients.