K MONISH

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PROFESSIONAL SUMMARY

I'm a 6th-semester student at PES University, immersed in web technologies, programming, mobile applications, and data visualization. Proficient in C, Python, Java, and Dart, I've built academic focused on AI integration, voice interface, and real-time data workflows. My background in art, copywriting, and editing helps me pair technical rigor with creative, user-centric problem solving.

TECHNICAL SKILLS

Programming Languages: C, Data Structures, MySQL, Java, python, Dart.
Web Technologies: Front End (HTML, CSS , JavaScript), Back End (Node & Express, FastAPI)
Mobile Applications: dart(Flutter)
AI Libraries and Machine Learning: NLP (Natural Language Processing), Basics of Supervised and Unsupervised Learning
Database Management: SQL, MySQL, MongoDB, Firebase (Firestore/Realtime Database)
Developer Tools: Jupyter Notebook, GitHub, Android Studio, Visual Studio, Microsoft Office (Advanced Excel, Word)

EDUCATION

People Education Society (PES) University, Bangalore, India Bachelor of Computer Applications, | CGPA: 6.0/10	July 2023 - Present
PES Public School, Chittoor, India Maths, Economics, Accounts | Percentage: 60.0 %	July 2021 – May 2023
PES Public School, Chittoor, India High School | Percentage: 60 %	July 2010 – May 2021

EXPERIENCE

CBDA - Tech Head, PES University , Bangalore, India
Aug 2024 – Present

   Developed and Deployed an Event-management system using HTML, CSS , JavaScript and Google Sheets) for college-level Bootstrap event for college.
   Organized Two college-level hackathons end-to-end, including technical planning, coordination, and execution.

University Tech Club Head - SahayAI, PES University, Bangalore, India   July 2025 – Present
   Planning and coordinating workshops, hackathons, and ideathons at college level.
   Led recruitment and conducted interviews for technical domains, building a capable club workforce.

PROJECTS

IoT Smart Parking System (on Going):

   Developing a real-time parking system with slot detection using IoT devices.

   Building a mobile app with AI assistant to help users find available parking slots efficiently.

   Creating a web platform supporting three roles: general users, station admins, and site admins for monitoring and management.

TAMS Event Management System (TypeScript and Firebase):

   Developed a multi-venue event management website with interactive team-based gameplay.

   Implemented a game with 27 questions where teams register per venue; venue admins evaluate answers and eliminate low-scoring teams.

   Successfully managed 7 venues in real-time, each hosting 25+ teams, handling dynamic scoring and question pop-ups.

School website with CMS (Freelance Project – in Progress):

   Designing and planning a professional school website with two user roles: general users and school administrators.

   Developing a custom CMS for the school to manage announcements, events, student updates, and content.

   Defining architecture, user flows, and feature set for a scalable, maintainable web platform.