

# Samikshya Sanskruti Swain

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## Professional Summary

Aspiring Computer Science Engineer with hands-on experience in deep learning, computer vision, web development, and game design. Passionate about building intelligent systems and interactive software. Enthusiastic contributor to open-source communities like GSSoC.

## Education

### Bachelor of Technology (B.Tech) – Computer Science Engineering

Siksha 'O' Anusandhan University, Bhubaneswar

September 2023 – June 2027 (Expected)

## Technical Skills

- Languages: Python, Java, C++, JavaScript, Assembly
- Web Technologies: HTML, CSS, React
- Databases: MySQL
- Libraries & Frameworks: NumPy, Pandas, Scikit-learn, Matplotlib
- Tools & Platforms: Git, GitHub, VS Code, Jupyter Notebook, Tableau, Godot Engine, EMU8086
- Others: OpenCV, MediaPipe, Flask

## Projects

### Human Activity Recognition

*Python, NumPy, Pandas, Scikit-learn, Matplotlib*

- Developed a hybrid CNN-BiLSTM model to classify six types of human activity using the UCI HAR dataset.
- Applied dropout regularization and batch normalization to optimize performance.
- Evaluated model with classification report, confusion matrix, ROC-AUC curve, and accuracy/loss plots.
- GitHub: Human Activity Recognition Project

### **Emotion Detection System**

*Python, HTML, CSS*

- Developed a real-time emotion detection web app using deep learning and OpenCV.
- Integrated with Flask backend and built a responsive front-end UI.
- Recognizes multiple facial emotions from live webcam input.

### **Virtual Computer**

*Python, NumPy, OpenCV, MediaPipe*

- Built a hand-gesture-based virtual computer interface.
- Enabled gesture-based interaction with a virtual mouse and keyboard.

### **DSA Chatbot**

*HTML, CSS, JavaScript*

- Created a chatbot to help users learn and revise Data Structures & Algorithms.
- Designed a clean front-end UI and implemented response logic with JavaScript.

### **Amazon Clone Website**

*HTML, CSS*

- Developed a pixel-perfect front-end clone of the Amazon homepage.

- Ensured responsive design and clean layout with semantic HTML/CSS.

### **Demon Slayer 2D Game**

*Godot Engine, GDScript*

- Designed a 2D platformer inspired by “Demon Slayer” anime.
- Added mechanics like enemy AI, scoring, and character animations.

### **Balloon Blaster Game**

*Assembly Language, EMU8086*

- Programmed a 2D shooting game in x86 Assembly.
- Used interrupts for graphics, bullet logic, and control mechanisms.
- GitHub: Balloon Game

### **AI Trading Bot (In Progress)**

*Python, Machine Learning, Pandas, NumPy, yFinance API*

- Designing an AI-based bot to analyze market trends and make trading decisions.
- Working on predictive modeling, backtesting, and real-time stock monitoring.

## **Certifications**

- Deloitte Australia Cyber Job Simulation – Forage (July 2025): Simulated incident response, log investigation, and suspicious activity analysis.
- Deloitte Australia Data Analytics Simulation – Forage (July 2025): Built a Tableau dashboard; analyzed business data using Excel.
- Deloitte Australia Technology Simulation – Forage (July 2025): Proposed a dashboard app design as part of a virtual product development team.

## **Achievements & Community Contributions**

- GSSoC '25 Contributor – Actively contributed to open-source projects during GirlScript Summer of Code 2025.