SUBHIKSHA G

CSE Student | Frontend Developer

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Passionate Computer Science Engineering student with growing skills in software development, AI/ML, and web development. Enthusiastic about building practical projects ranging from interactive web applications to exploring AI-powered healthcare solutions. Quick learner actively developing expertise through hands-on projects and research, eager to contribute and grow in collaborative tech environments.

Education:

SSN College of Engineering
B.E. Computer Science & Engineering
2024 – 2028
CGPA: 8.718/10

Vivekananda Matriculation Higher Secondary School
12th Grade: 96.3% (2024) 10th Grade: 98.6% (2022)

Technical Skills

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

Frameworks & Libraries: Tailwind CSS

Databases: MySQL, Oracle SQL

Tools & Technologies: Git, GitHub, LaTeX

Platforms: Kaggle, Google Colab

Certifications

- Data Science for Engineers – NPTEL Certificate

Projects

Snakescape – C | Raylib
A modern remake of the classic Snake game featuring multiple game modes, smooth UI animations, and responsive gameplay controls.

Smart Parking System – Java | Spring Boot | HTML | CSS | JavaScript | Maven
Full-stack parking management platform with real-time parking allocation, reservations, priority parking, and multi-payment support.

Weather Tracker Web App - HTML | CSS | JavaScript | REST APIs
Created a real-time weather tracking web application with smart city autocomplete, debounced search, and robust error handling using public APIs.

Currency Converter - HTML | CSS | JavaScript | REST APIs
Developed a real-time currency converter supporting 150+ global currencies with live exchange rates and intuitive swap functionality.

Rock Paper Scissors Game - HTML | CSS | JavaScript
Designed a responsive browser-based Rock Paper Scissors game with real-time score tracking and animated visual feedback.

Tic-Tac-Toe Game - HTML | CSS | JavaScript
Built a modern neon-themed Tic-Tac-Toe game with responsive layout and smooth hover/animation effects.

Ongoing Projects & Research

iGM – Intelligent GlucoMate – AI | IoT | Wearable | Mobile App
Designing a non-invasive wearable system for continuous glucose monitoring with AI-based hypoglycemia prediction and smart alerts, integrated with a Bluetooth-enabled mobile app for real-time trends and notifications.

StudyStack – HTML | CSS | JavaScript | Backend
Developing a student-driven platform to organize notes, track learning, and manage syllabus-aligned resources with AI quizzes, peer discussions, and progress tracking.

AI-Based Smart Allocation Engine – PM Internship Scheme – AI | ML | Application Development
Building a smart AI/ML system to match students with internships based on skills, location, sector interests, and affirmative action, including a matchmaking engine and front-end prototype.

SemEval-2026 Task 13: Detecting Machine-Generated Code – NLP | ML | Python
Researching methods to detect machine-generated code across multiple languages and generators, building models for binary, multi-class, and hybrid detection using benchmark datasets.

Graph Neural Networks for Cybersecurity Threat Detection – GNN | ML | Cyber Security
Applying graph neural networks to intrusion detection and threat modeling, exploring graph construction, node embeddings, and performance optimization for large-scale security data.