



SUMANTHA K A

SOFTWARE DEVELOPER

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ABOUT ME

I am a final year BCA student with a 9.47 CGPA and a track record of winning coding competitions. As a passionate developer, I am committed to lifelong learning and excited about the opportunities to apply and enhance my skills in a professional setting. I am seeking opportunities to join a dynamic team and contribute to meaningful projects.

SKILLS

- Python
- Flask
- HTML & CSS
- JavaScript
- MongoDB (NoSQL)
- MySQL
- Git
- C
- C++
- Java

EDUCATION

SINDHI COLLEGE, BENGALURU

BACHELOR OF COMPUTER APPLICATION (06-2020 – 08-2023)

A top-performing student with an impressive CGPA of 9.47, skilled in C, C++, Java, Unix, Data Mining, and Artificial Intelligence. Achieved a perfect score of 100% in Discrete Mathematics and Unix.

SINDHI HIGH SCHOOL, BENGALURU

1ST-12TH CBSE, PCMC (03-2008 – 03-2020)

A dedicated and high-achieving individual, graduated with 85% in both 10th and 12th grades. Proficient in various technologies, including Python, MongoDB, and MySQL.

COURSES

- Supervised Learning with scikit-learn, Datacamp (05-2023)
- Pandas, Kaggle (05-2023)
- Java for Beginners, Udemy (02-2023)
- Cloud Computing, Kaushalya Technical Training and Consultancy Services (12-2022)
- Intro to machine learning, Kaggle (12-2022)
- Python and flask demonstrations practice course, Udemy (12-2022)
- Demystifying Networks, NPTEL (10-2022)
 - Top 1% Topper
- Internet of Things (IOT), KnowledgeSmith Academy (07-2022)
- Ethical Hacking, SV Systems (09-2021)
- Python-Introduction to Data Science and Machine learning A-Z, Udemy (05-2021)
- Currently Learning Django and Machine Learning

PROJECTS

TEMPLIFY (04-2023 - PRESENT)

Developing a flask-based app for cashier in temples that facilitates booking sevas, taking donations, and generating receipts. Leveraging python and flask to build a robust and user-friendly application. Contributed to enhancing the temple's financial management system and improving user experience.

STUDENT SANCTUARY (10-2022 – 03-2023)

Student Sanctuary is a platform that aims to create a supportive and safe environment for students to connect with each other

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SOFT SKILLS

- Critical Thinking
- Teamwork
- Communication
- Problem Solving

and with their teachers. Has various features like real time chat, announcements, marks management and various other features.

ZOOM ATTENDANCE (07-2021)

The goal of this project is to develop a system that can automatically capture the participant list on Zoom meetings and use optical character recognition (OCR) technology to extract the names of the participants

EVER SCHOLAR (10-2019 – 03-2020)

Faculty centric application which was aimed at school teachers for managing student attendance and marks.

Various other small projects like Face Detection, Basic Paint

ACHIEVEMENTS

PHOENIX 2.0, PRESIDENCY COLLEGE

11-2021

2nd prize in Game of Codes (Coding Competition)

TECHANNAZA 2K22, ST. ANNE'S FIRST GRADE COLLEGE FOR WOMEN

07-2022

2nd Prize in IT Quiz

CRESINDO 2K22, SINDHI COLLEGE

07-2022

1st Prize in IT Quiz

GRALITZ 2022, KLE SOCIETY'S S. NIJALINGAPPA COLLEGE

08-2022

First Prize in Tech Intellect (IT Quiz)

First Prize in Code Mantra (Coding Competition)

TECHANNAZA 2K23, ST. ANNE'S FIRST GRADE COLLEGE FOR WOMEN

01-2023

1st Prize in IT Quiz

2nd Prize in Blind Coding

XACTITUDE, KRISTU JAYANTI COLLEGE

02-2023

1st Prize in Glitch (Exploit Hunting)

TECHIZEN 2K23, BANGALORE UNIVERSITY

02-2023

1st Prize in Brain Buster (IT Quiz)

1st Prize in Bug Busting (Bug Solving Competition)

2nd Prize in Code Snippets (Coding Competition)