

SANIKA P

B.TECH CSE
UNDERGRADUATE



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AREA OF EXPERTISE

- Flutter
- Python
- C,C++
- Java
- mySQL
- Firebase
- Git
- GitHub,GitLab
- Android Studio
- MS Word
- arduino UNO

SKILLS

- Project Management
- Teamwork
- Problem solving
- Decision making
- Leadership
- Adaptability

WORK EXPERIENCE

PROJECT INTERN



Deepflow Technologies

Sep 2020 - Mar 2022

- Part of the team that developed three mobile apps for assisting farmers, by incorporating AI in agriculture and was awarded the best team in the company twice.
- Worked closely in UI/UX development, API integration, firebase, authentication and security, deployment and testing of applications.

MOBILE APPLICATION DEVELOPER



dolTnow Technologies

Jun 2020 - Sep 2020

- Three month training in advanced aspects of app development by working on two live projects.
- Dealt with animations, bloc pattern, SQL query integrations, complex UI/UX development and familiarisation of figma.

MOBILE APP DEVELOPER-LEVEL ASSOCIATE CORE TEAM MEMBER



Migobucks Technologies

Mar 2020 - May 2020

- Gained an in-depth understanding of developing as a team by making use of platforms such as platforms such as git, gitHub, zeplin and adobe illustrator
- Contributed in developing two apps based on e-commerce.

EDUCATION HISTORY

B.Tech Computer Science and Engineering

Jul 2019 -present

Government College of Engineering Kannur



CGPA(till date): 9.785

Higher Secondary

Jun 2017 -Mar 2019

Government Higher Secondary School Cherukunnu

Percentage: 98.3%

Senior Secondary

Jun 2015 -Mar 2017

Government Girls Vocational Higher Secondary School Cherukunnu

Grade: A+

LANGUAGE

- English
- Malayalam
- Hindi

INTERESTS

- Coding
- Dancing
- Debugging
- Listening to people
- Mindfulness
- Sudoku

MAJOR PARTICIPATIONS

- Ragam - NIT Calicut
- All Kerala Student Congress - IEEE
- ISRO Expo - Volunteer
- Avega, techno-management event
- Malabar Hub Meet - IEEE
- ISTE Annual State Convention

PROJECTS

EATPLEK



Restaurant aggregator and food ordering app

- Provides two apps that serves for customer and restaurant owner.
- Helps customers to order food for dine-in or take-away from restaurants of their choice and saves waiting time.
- Owners can keep track of the orders and elevate their customer reaching through offers.

BIBLIOTHECA



Library management system for college

- As the academic mini project, developed a library management system for college that could digitalize the library activities.
- Provides interaction of students and librarians.

FARMER'S ASSIST & EXECUTIVE APP



Integrating AI in agriculture

- Part of the team in deepflow technologies that created farmer's assist, an app that uses AI to help farmers in monitoring the crop health status, predicts whether conditions and suggests suitable crops by analysing the market conditions.
- Executive app connects farmers with the experts.

MB BUDDY



E-commerce App

- Migobucks buddy app is an e-commerce initiative based on earning money by completing some tasks related to brand promotions and experiences.

FAMILY E-STORE & FEELGOOD



Supermarket and Restaurant App

- Apps done for dolTnow technologies.
- Family E-store provides online supermarket and feelgood deals with food delivery.

BUS LOCATOR



Tracking and booking bus

- This app by enfono technologies, racks and updates live location of bus and facilitates ticket booking.

SCHOLASTIC



Chat App

- Provides efficient student teacher communication, by providing chat rooms for each subject.

ARDUINO PROJECTS

- Obstacle avoider - Bot that avoids obstacles in front of it.
- Digital taxi fare meter- Calculates fare from rpm of wheel.
- Line follower- A bot that travels through a line.
- Bot that can be controlled by a phone.