

# CONTACT

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# PLATFORMS

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projects

# SKILLS

- Programming Languages**
- Python • C • Java
- Web & Application Development**
- HTML • CSS • Typescript
  - JavaScript • Flask(Basic)• Sprinboot
  - Tailwind CSS • Reactjs
- DataBase**
- Mysql • Oracle sql • MongoDB
  - GraphDB

- Tools & Platforms**
- GitHub • n8n • Visual Studio Code
  - Android Studio • Render • Neo4j
  - Quartus • NettBeans • intellij

- Cybersecurity & Networking**
- Fundamentals of Cybersecurity
  - Computer Networks (TCP/IP, DNS, HTTP/HTTPS)

- Soft skills**
- Time Management
  - Teamwork
  - Problem Solving

- Others**
- Git

# HOBBIES

- Drawing or doodling
- Reading fiction and short stories

# LANGUAGES

- English (Proficient)
- Tamil(Proficient)

# Kaviya A

## CSE Undergraduate

# PROFILE

Motivated Computer Science Engineering student with beginner-level exposure to cybersecurity, game development, and web development. Actively learning secure systems, basic cryptography, and low-level programming, with a growing interest in solving Capture The Flag (CTF) challenges to strengthen problem-solving and analytical skills.

# EDUCATION

**B.E. Computer Science and Engineering** 2024 - 2028  
*Sri sivasubramaniya nadar college of engineering | Chennai*  
**CGPA: 8.317 out of 10**

# PROJECTS

- InfernoCrypt – Encrypter cum Decrypter (CipherGuard)**  
*A Java-based cryptography tool for secure text and file encryption.*
  - Designed and implemented a console application to encrypt and decrypt text and files using Caesar, XOR, and Substitution ciphers.
  - Applied core OOP principles including inheritance, polymorphism, and encapsulation, along with file I/O and custom exception handling.
    - Implemented operation logging to maintain an audit trail of encryption and decryption activities.
- AI-Based Phishing Website Detection**  
*Web-based phishing website detection tool using Python*
  - Built a phishing detection system using Python and Flask
  - Trained a URL-based classifier using public datasets (PhishTank, UCI)
  - Analyzed URL features such as domain structure, length, and keywords
  - Deployed the application on Render for live demonstration.
- Memory Match Game**  
*Mobile application developed using Flutter and Dart*
  - Implemented multiple difficulty levels using 3×3, 5×5, and 7×7 grids
  - Added total time and best-time tracking to evaluate player performance
  - Designed animated cards and handled smooth game state transitions
- Snake Game using Raylib (C)**  
*A classic game project emphasizing low-level programming concepts.*
  - Implemented a Snake game in C using Raylib with collision detection and efficient game-loop handling.
  - Emphasized performance, low-level programming concepts, and clean code structure.
- Emoji Shooter Game**  
*2D shooting game developed using Python and Pygame*
  - Built an interactive mouse-controlled shooter game with animated emoji targets
  - Implemented scoring system, countdown timer, and high-score tracking
  - Added sound effects, background music, and multiple game screens (start, play, game over)
  - Managed collision detection, object movement, and game state transitions