

# Annsh Navle

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## EDUCATION

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|--|--------------------|
| <b>Purdue University</b>   | West Lafayette, IN |
| <i>Bachelor of Science - Double Major in Computer Science and Physics — GPA: 3.86/4.00</i>   | May 2027           |
| <b>Relevant Coursework:</b> Data Structures and Algorithms, Operating Systems, Computer Architecture, Embedded Systems, Linear Algebra, Discrete Math, Object Oriented Programming |                    |

## TECHNICAL SKILLS

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|---|
| <b>Languages:</b> Java, Python, Kotlin, Swift, C/C++/C#, SQL, JavaScript, TypeScript, HTML, CSS, x86-64 Assembly  |
| <b>Frameworks &amp; Libraries:</b> React, Node.js, Express, Angular, Spring Boot, Flask, Docker, Git, TensorFlow, scikit-learn, pandas, NumPy, Matplotlib, OpenCV, Selenium, Bootstrap, PyQt6, D3.js, Chart.js, Qiskit, AWS CDK |
| <b>Certificates:</b> Back-end Developer Professional (Meta), Machine Learning Engineer (Google), Qiskit Developer (IBM)   |

## EXPERIENCE

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|--|--------------------------------|
| <b>Vice President Projects</b>   | February 2025 – Present        |
| <i>Purdue Stack</i>  | <i>West Lafayette, Indiana</i> |
| <ul style="list-style-type: none"><li><b>Directed 6 agile projects with 50+ developers</b> by architecting shared CI/CD pipelines, standardized PR workflows, and reusable Node.js templates, reducing integration errors by 40%.</li><li><b>Developed Electron + OpenCV automation app for Akina Inc.</b> replacing a 7-day manual particle detection and measurement workflow with a one-click desktop application, improving accuracy and speed 10x.</li></ul>  |                                |
| <b>Software Engineer (Full Stack) Intern</b>   | May 2024 – July 2024           |
| <i>Mindcraft Software Ltd.</i>   | <i>Mumbai, India</i>           |
| <ul style="list-style-type: none"><li><b>Developed Spring MVC backend for enterprise banking systems</b> writing over 26,000 lines of production code across KYC, payments, and account modules deployed in production for 5+ enterprise clients.</li><li><b>Created Angular 16 interface for DocGPT</b> to enable enterprise clients to upload, prompt, and extract insights from large document repositories using an internal LLM API.</li><li><b>Reduced employee onboarding time by 30%</b> by building JWT-secured Spring/Angular training portal with role-based access, adaptive quiz modules, and analytics dashboards.</li></ul> |                                |
| <b>Research Developer</b>  | August 2023 - December 2023    |
| <i>American Chemical Society (CAS)</i>   | <i>Remote</i>                  |
| <ul style="list-style-type: none"><li><b>Developed Random Forest models using scikit-learn</b> to predict chemical reactivity risks and ranked hazard levels based on molecular structure and reaction properties.</li><li><b>Expanded the ACS hazard database by 20%</b> to support ongoing retraining of ML models with up-to-date data by automating data collection with Selenium pipelines.</li><li><b>Created Matplotlib dashboards for model validation</b> visualizing classification accuracy, precision-recall metrics, and top risk predictors for internal research review.</li></ul>  |                                |

## PROJECTS

|   |                            |
|---|----------------------------|
| <b>CS Alumni Dashboard</b>   <i>React, Node.js, Express, PostgreSQL, Purdue SSO</i>   | May 2025 - August 2025     |
| <ul style="list-style-type: none"><li><b>Built full-stack dashboard for 3,000+ Purdue CS alumni</b> with secure SSO login, enabling faculty and students to access, search, and visualize alumni data by company, role, and graduation year.</li><li><b>Created D3.js and Chart.js analytics</b> with server-side filtering and exportable reports to track salary distributions and internship placement trends across multiple cohorts.</li></ul> |                            |
| <b>ScrollFree</b>   <i>Android (Kotlin), ML Kit, SpeechRecognizer, Accessibility API, TensorFlow</i>  | July 2025 – September 2025 |
| <ul style="list-style-type: none"><li><b>Built first-of-its-kind hands-free scrolling accessory for smartphones</b> that replaces touch interactions with gesture- and voice-based navigation across any app.</li><li><b>Used Google ML Kit and TensorFlow Lite for gesture and speech recognition</b> through a custom on-device model optimized for sub-200 ms latency and real-time responsiveness.</li></ul>                                    |                            |
| <b>Quantum Blackjack</b>   <i>Qiskit, IBM Quantum, React, Node.js, Flask, D3.js</i>   | July 2025 - September 2025 |
| <ul style="list-style-type: none"><li><b>Built a quantum strategy game using Qiskit simulators and IBM Quantum</b> to teach probabilistic logic, superposition, and entanglement through interactive Blackjack gameplay.</li><li><b>Developed AI-enhanced dealer logic with quantum-aware decision trees</b> integrating a Flask backend and D3.js visualizations to simulate quantum-based strategies dynamically.</li></ul>                       |                            |