

# ANUSHKA SISODIA

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**Credit-Bearing Internship Availability: Jan 2024 – May 2024 (20 weeks)**

**Summer Internship Availability: Jun 2024 – Aug 2024 (10 Weeks)**

## EDUCATION

**Nanyang Technological University, Singapore** **Aug 2021 – Jun 2025 (Expected)**

- Bachelor of Engineering (Computer Science Engineering)
- Relevant Modules: (1) Data Structures and Algorithms (2) Software Engineering (3) Data Analytics and Mining (4) Artificial Intelligence (5) Cyber Security (6) Introduction to Database System (7) Machine Learning

**Narayana E-Techno, Mumbai, India**

**Apr 2019 – Mar 2021**

Higher Secondary School Certificate Maharashtra, Standard 12; Score Achievement: 98%

Relevant Subjects: (1) Computer Science (2) Maths (3) English

## ACADEMIC PROJECT

**NTU Module: Software Engineering** **Feb 2023 – Apr 2023**

*Module Project: SportSpot – Where Player Meets Place Website (Led team of 4 Members)*

- Conceptualized and led development of a sports facility finding website that connects athletes with facilities in their area.
- Built the website using HTML, JavaScript and Firebase to ensuring a responsive and user-friendly design.
- Implemented advanced search filters, including sport type, location, amenities, and availability, allowing users to quickly find and book facilities and to find people through SportBuddy feature.

**NTU Module: Introduction to Data Science and Artificial Intelligence**

**Feb 2022 – May 2022**

*Module Project: Prediction based on the world happiness index (Team of 3 Members)*

- Utilized Python Programming to design and develop a software application for predicting the world happiness with the aim to help countries increase the well-being of their citizens.
- Used various regression models in predicting data like Random Forest Regression, Gradient Boosting Regression, Ridge Regression, Huber Regression and more.

**NTU Module: Object-Oriented Design and Programming**

**Aug 2022 – Nov 2022**

*Module Project: Movie ticket booking system 'MOBLIMA' (Team of 3 Members)*

- Created a movie recommendation system 'MOBLIMA', a non-GUI application designed to simplify movie ticket booking.
- Successfully applied a number of design principles such as the SOLID principle and MVP design pattern.
- Implemented the 4 Object-Oriented ideas: abstraction, encapsulation, inheritance and polymorphism.

## INTERNSHIP EXPERIENCE

**HDFC Bank, Data Analytics Intern** **May 2023 – June 2023**

- Conducted advanced data analytics on a substantial financial dataset of large listed companies, leading to actionable financial conclusions.
- Implemented customer targeting and acquisition strategies that resulted in an impressive 15% increase in new customer acquisition within the targeted segments.
- Contributed to improved decision-making by providing comprehensive financial analysis using Excel's statistical functions and tools.
- Assessed customer profitability, risk profiles, and lifetime value, leading to optimized marketing campaigns and personalized offerings.
- Prepared weekly MIS sheets, summarizing and organizing data for management reporting and driving informed decision-making.

## LEADERSHIP / CO-CURRICULAR ACTIVITIES / COMMUNITY INVOLVEMENT

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### NTU Open Source Society

Aug 2022 – Present

#### Director

- Fostered a community of engineers to explore their interests in technology and share their knowledge and expertise with others.
- Organised and contributed to planning hackathons with a good cause like Hackers for Charity.

### NTU Runners Club

May 2022 – Present

#### Business Director

- Developed and executed all strategies and initiatives for runners' club, assisting in organising weekly runs.
- Managed the biggest running event hosted by the NTU campus, achieving a record-breaking attendance of over 600 participants.

### Deep Learning Week (MLDA Club)

Aug 2022 – Sep 2022

#### Programmes Committee Member

- Contributed to idea brainstorming that factored into event planning and organising hackathons prior to execution.
- Successfully invited potential speakers from industries to inspire students with insights sharing.

## ACHIEVEMENTS

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- **Top 5%** of Maharashtra Board India in Standard 12
- **School Topper 2022** of Narayana e-Techno school in Standard 12
- **Top 5%** of Kendriya Vidyalaya in Standard 10
- **Led and won** various national & state level chess tournaments in India
- **Certificates of Achievement** in International Olympiad of Mathematics
- **Certificate of Excellence & Merit** in National Science Olympiad

## SKILLS / HOBIES & INTERESTS

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- **Software Programming:** C, C++, Java, Python, SQL, NoSQL, HTML/CSS, JavaScript
- **Software Applications:** Microsoft Office 2022
- **IT Tools / Frameworks / Libraries:** Pandas, NumPy, Scikit-Learn, ReactJS, Node.js
- **AI & ML Models / Techniques:** Linear Regression, Random Forest, Decision Tree, K-means Clustering, K-Nearest Neighbour
- **Languages:** Fluent in English and Hindi
- **Hobbies:** Sports (Chess), Running, Reading, Singing, Volunteering