



8660286292

aanusree494@gmail.com

Ganeshana Mane, 1st Cross,
Sannakibayalu, Kamakshipalya,
Bengaluru-560079

Education

Bachelor of Engineer

RNS INSTITUTE OF TECHNOLOGY

2020 - 2024

CGPA - 7.5

Senior Secondary (12th)

Shanthi dhama pu college

2018 - 2020

Percentage - 72.5%

Secondary (10th)

Government High School

2016 - 2018

Percentage - 73.6%

Skills

AI & ML

Java, Java Script

Python

AWS

MYSQL,

C, C++

HTML, CSS, PHP

Node JS

DBMS

Android Studio

Language

English

Kannada

Telugu

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Profile

I'm a Bachelor of Engineering graduate in CSE in Artificial Intelligence and Machine Learning, eager to launch a successful IT career. Equipped with a solid academic background, strong communication skills, leadership and a passion for problem solving, I am ready to contribute positively in dynamic environments. My proactive approach and quick learning ability make me a valuable asset to any team.

Internship

Compsoft Technologies

Machine Learning Intern

Aug
2023
- Oct
2023

- Developed a voice assistant with object recognition and speech-to-text for visually impaired using Python, OpenCV, and Google Cloud Vision. Integrated Dialogflow and Google APIs, creating a customized chatbot that enhances accessibility and independence for visually impaired users.

Infosys springboard

AI Intern

Mar
2024
-
June
2020

- Designed an ANN to predict academic performance using attendance, grades, and socio-economic factors. Enhanced ML skills with Python by preprocessing data and evaluating models using TensorFlow and Keras.

Projects

ML For Hospital Health Prognostication

- Develop machine learning models to predict patient health outcomes and monitor hospital metrics.
- Enhance healthcare with early detection and proactive interventions.

Library Management System

- Library Management System streamlines management of books, journals, and multimedia resources.
- Provides user-friendly interface for cataloging, circulation, and patron management.

Play with AI

- The project focuses on creating interactive experiences where users engage in games or activities with artificial intelligence agents.
- The goal is to foster both learning and entertainment through these AI-driven interactions.