

ABHINAVA BUGUDI

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Aspiring software engineering studying at University of Westminster with expertise in R studio, Python, Java, Kotlin and Web Development. Completed a summer boot camp in data science and machine learning, gained knowledge on how to build predictive models using Python, Matplotlib, and R Studio. Developed a film booking website and volunteered at the Newham Public Library, teaching technology to seniors. excited to create innovative and noteworthy solutions by combining my love of technology and inventive thinking.

PROJECTS

HOUSING PRICES PREDICTION USING ML

- Using Python and tools like Scikit-Learn and Pandas, I created a machine learning model to forecast house prices based on variables such as location, size, and amenities.
 - Large datasets were preprocessed and analyzed to find important patterns and trends. Data visualization tools like Matplotlib and Seaborn were used to effectively present findings.
 - Implemented and fine-tuned numerous algorithms, including linear regression and decision trees, to achieve high prediction accuracy, and then deployed the final model using Flask to construct a simple web-based interface.
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SIMS (SCHOOL INVENTORY MANAGEMENT SYSTEM)

- Collaborated with three students to develop a school inventory management system using Django, HTML, CSS, and JavaScript, enabling real-time asset tracking.
- Designed and implemented a comprehensive database with Microsoft DB architecture for efficient inventory management and seamless front-end integration, used tools such as Figma for UI/UX design and Trello for project management to create effective team collaboration and streamline the development process.

COUNTRY GUESSING GAME ANDROID APP

- Created a Kotlin-based multi-page country guessing game app with interactive gameplay and dynamic material to engage users in learning about different countries.
 - Added a live API retriever to retrieve current country statistics, giving users the most recent data and improving the game's educational aspect.
 - Incorporated responsive design ideas into the creation of an easy-to-use interface, guaranteeing a seamless and pleasurable experience on a range of devices.
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EDUCATION

B.ENG SOFTWARE ENGINEERING: UNIVERSITY OF WESTMINSTER, LONDON, UK

- Created a cinema booking website using Java, demonstrating good software development and problem-solving skills.
 - Head of the Chess Society, organizing activities and creating a cooperative and strategic atmosphere.
 - Active member of FANS (Friends of Arriving incoming Students), which helps incoming students adjust to academic life.
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SKILLS

- Proficient in software development with expertise in Python, Java, and Kotlin, and well-versed in using R Studio for data analysis and statistical modelling.
 - Understanding of software engineering principles, including software design, testing, and debugging.
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- A solid basis on Version control (Git), and collaboration tools such as Figma and Trello.
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AWARDS

- **"Certification of completion"**: Awarded for finishing the machine learning and data science summer bootcamp in 2024 and acquiring useful skills in algorithm building, data analysis, and predictive modelling.
 - **"Westminster Bronze Award"** - Acknowledged by the University of Westminster for academic excellence and high performance in Software Engineering studies.
 - **"Best Project Presentation"** - Awarded for delivering a standout presentation on a software engineering project, demonstrating effective communication and technical proficiency.
 - **"Best CS staff award"** - 4 consecutive weeks at Uniqlo
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EXPERIENCE

VOLUNTEER TECHNOLOGY INSTRUCTOR, NEWHAM PUBLIC LIBRARY — 2023 – PRESENT

- Conducted weekly workshops for older persons to teach fundamental digital skills such as internet browsing, email setup, and online safety, thereby improving their ability to navigate the digital world.
- Developed customized lesson plans and instructional materials to clarify complicated technological concepts for non-technical audiences.
- Collaborated with library personnel to acquire funds for additional technology resources, which increased the overall quality of instructional programs.

UNIQLO EUROPE, 311 OXFORD STREET - JAN - 2024 - AUG – 2024

- Enhanced customer satisfaction by consistently achieving a 95% positive feedback score from over 500 customers monthly through exceptional service and personalized recommendations.
 - Boosted sales revenue by 17% on average in the past quarter by implementing targeted upselling techniques and promoting the store's loyalty program to new and returning customers.
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