BHARGAVI DONGARI

STUDENT

CONTACT

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EDUCATION

2022-2026

THE APOLLO UNIVERSITY
- Artificial Intelligence & Data Science

2020-2022

SRI CHAITHANYA JUNIOR COLLEGE
- Intermediate - MPC
- GPA: 9.75 / 10

SKILLS

- Figma, Postman, NeonDB
- Programming: Python, SQL,
- Good at Prompting

CERTIFICATIONS

- **NPTEL** Certificate in **Data Science for Engineering**

HOBBIES

- Dancing
- Cooking
- Sports: Throwball & Kabaddi (District-level player)

LANGUAGES

- Telugu
- English
- Hindi - (partial)

PROFILE SUMMARY

Artificial Intelligence and Data Science student with strong fundamentals in Python, SQL, statistics, and machine learning concepts. Known for analytical thinking, problem-solving, and the ability to learn new tools quickly. Seeking opportunities to apply data-driven thinking and technical skills to real-world AI and software development challenges in a collaborative environment.

INTERNSHIPS & PROJECTS

ByteXL, Hyderabad   2025

Desire AI | Full Stack Developer Intern
- Contributed to both frontend and backend of the Desire AI web app, using Angular with Figma designs for responsive UIs and Postman for API testing. Used GitHub for collaborative development, code versioning, and maintaining clean project workflows.

Apollo Health City, Hyderabad   2024

Clinical AI Intern | Data Analyst Intern
- Led a team during a Clinical AI internship to develop the project **"Breast Cancer Prediction using AI"**, focused on analyzing diagnostic patient data.
- Oversaw data preprocessing, model training, and performance evaluation to support early and accurate cancer diagnosis

Machine Learning Projects   2023

Disease Prediction, Recommendation System & Sentiment Analysis
- Worked on multiple ML-based solutions including disease prediction from clinical attributes, user-based recommendation generation, and sentiment classification using text data. Designed end-to-end pipelines involving data preprocessing, model selection, evaluation, and deployment-ready outputs.

Rock Paper Scissor   2023

- Developed an interactive console-based game using conditional logic and randomization. Designed the complete game flow, handled user input validation, and implemented score tracking for multiple rounds.