

DHANYA SHAH

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EDUCATION

Information Systems, Carnegie Mellon University, Pittsburgh, Pennsylvania (GPA: 3.93, Dean's List Fall 2022, 2023, Dean's List Spring 2023)	2022-Present
Dhirubhai Ambani International School, Mumbai, India	2008-22
• International Baccalaureate Diploma: (IBDP)	2020-22
• Cambridge International General Certificate for Secondary Education (IGCSE) (Unweighted GPA: 4.0)	2018-20

INTERNSHIPS

Programming Intern at Nazara, India's only Market Listed Gaming Company.	May-June 2023
<ul style="list-style-type: none">• Worked at subsidiary Kiddopia, to improve and program games made for children• Prototyped a game 'Little Readers' on a web-based interface using Django, HTML and CSS. The game is now in development to be launched officially on a web interface by Kiddopia.• Hosted 'Little Readers' on an online server and made it public and used Postgres to create a database for the game, making it easily implementable.• Conducted data analysis using SQL to analyze success of marketing strategies over the last 6 months.	
Financial Analyst at ENAM Holdings, one of India's leading capital market firms.	July- August 2022/2020
<ul style="list-style-type: none">• Worked 2 stints with Founder Chairman, Vallabh Bhansali and Akash Bhansali• Read annual reports and balance sheets. Used time series regression to analyse data of companies and recommend top performing companies on basis of revenue growth and operating margin.• Was chosen to go to Infosys, one of India's largest IT consulting company for a meeting with co-founder Nandan Nilikani, the brain behind many of India's technological advancements (UID)	
Data Analyst at Sarvatra	June-July 2021
<ul style="list-style-type: none">• Worked under Board of Director member, Mukul Goyal, for 5 weeks.• Learned about the payment system in India. Learned about different methods of payment and how they are made possible.• Analyzed data on payment transactions and ATMs of over 600 banks over the last 4 years. Used Excel software, correlation analysis and predictive models. Made 3 specific recommendations to company in order to increase revenue.	

PROJECTS

Built Video Games using Python	2022
<ul style="list-style-type: none">• Built Brick Breaker with eye-tracking using Python (Tkinter) and OpenCV as part of a Hackathon. (Video: https://youtu.be/tTlnP9OcTew)• Built a functional game of Plants vs Zombies using Python (Tkinter).(Video: https://youtu.be/43LoCzAEyTc)	
Co-Captained Winning Construction Team, First Robotics Competition	2018-21
<ul style="list-style-type: none">• Won Rookie-All Star award in the Curie Division of the Detroit Finals and the Hudson Valley Regional (2019)• Won Rookie Highest Seed Award at Long Island Regional (2019)	

SKILLS

PROGRAMMING

- C: 15-213 Introduction to Computer Systems, 15-122 Principles of Imperative Computing
- Python, Tkinter : 15-112 Fundamentals of Programming and Computing
- HTML, CSS

STATISTICS AND DATA ANALYSIS

- Basic Exploratory Data Analysis, Empirical Research Methods: 36-200 Reasoning with Data
- Multiple Regression, Logistic Regression, Intro to Data Mining (Classification and Clustering): 36-202 Methods for Statistics and Data Science
- SQL and Postgres

MATH

- Discrete Math and Proofs: 21-127 Concepts of Mathematics
- Calculus 2 and 3

OTHER RELEVANT SKILLS

- CAD (Solidworks and Fusion360), Accounting