

Ishita Jain

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EDUCATION

- **Indian Institute of Technology Delhi** Delhi, India
Bachelor of Technology in Textile Engineering; *July. 2023 – present*
- **Samrat Public School** Rajasthan, India
89.0% *April. 2021 – May. 2023*
- **Maheshwari Public School** Rajasthan, India
96.4% *April. 2008 – May. 2021*

EXPERIENCE

- **Kaizen'25** NSS, IIT Delhi, India
Marketing Activity Head *Present*
 - Handling the sponsorships and marketing of fest and collaborating with companies to finalize the budget of the fest
- **BloodConnect Foundation** Delhi, India
Student Intern *June 2024 - July 2024*
 - Collaborated with academic institutions and firms across India to collect and process data on past blood donation camps and awareness sessions. Organized the data in databases for further research
 - Got Letter of Recommendation for being among the top 10 interns
- **Tryst'24** IIT Delhi, India
Team Head in Publicity *March 2024*
 - Handled the promotion of the fest among various institutions in Delhi NCR and managed sponsorships during the fest
 - Coordinated with selected Campus Ambassadors from other colleges for Tryst'24

CERTIFICATIONS

- **Coursera** *June 2024 - July 2024*
 - **Advanced Learning Algorithms:** Learned concepts of Binary Trees, Neural Networks, Decision Trees, Optimization Techniques, Regularization Techniques, and basics of Unsupervised Learning
 - **Supervised Machine Learning: Regression and Classification:** Topics included Machine Learning Algorithms, Supervised Learning, Linear and Logistic Regression, Loss Function, Model Evaluation, Regularization, and Parameter Tuning
- **Microsoft** *May 2024*
 - **Career Essentials in Cybersecurity by Microsoft and LinkedIn:** Gained skills in Cybersecurity, Information Security Awareness, and Threat and Vulnerability Management

PROGRAMMING SKILLS

- **Python:** Basic knowledge and application of Supervised Machine Learning Algorithms (Regression, Classification), Linear/Logistic Regression, Binary Trees and Neural Network Fundamentals
- **Game Development:** Proficient in developing 2D and 3D games in Unity, specializing in C# scripting for gameplay, AI, and game logic, with expertise in designing and optimizing assets, animations, and UI using the Canvas system