JANA PALANISAMY

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TECHNICAL SKILLS

Languages/Software: Python, C++, C, JAVA, JavaScript, HTML, CSS.
Libraries/Frameworks: Scikit-Learn, Pandas, Numpy, Keras, Matplotlib, Seaborn, TensorFlow, RASA.
Databases and Tools: MySQL, MongoDB, PostgreSQL, Kafka, Anaconda, Tableau.
Software/Cloud: AWS, GCP, Git, Heroku, Docker, Amazon Sagemaker, IBM Watson Studio.
Analytical Skills: Regression Analysis, Classification, Clustering, Machine Learning, Deep Learning, Decision Trees, Natural Language Processing, Time Series, ETL, ML DevOps, AI, Data Warehousing, Data Wrangling.

EDUCATION

Master of Science in Software Engineering, *Sp. Data Science and Networking Software*   *Jan 2021 - Present*
San Jose State University, San Jose, CA, USA

Bachelor of Technology in Software Engineering   *Aug 2015 - May 2019*
SRM Institute of Science and Technology, Kancheepuram

EXPERIENCE

Software Developer (Intern) | Tekafforde, Bangalore, India   *Sep 2019 - Apr 2020*
- Worked on a cloud-based web application called Afforde ERP. Developed Accounts Receivable, and Accounts Payable (View) using JAVA, JavaScript, HTML, and Play Framework.
- Experienced various automated solutions such as BMPN based workflow Engines, and UI Frameworks. Designed SQL views and handled complex DB operations.

PROJECTS

PowerCo Churn Analysis (BCG GAMMA - Virtual Internship)
- Explored more than 3GB of CRM data and built machine learning pipelines to accurately predict customer churn by 75%, starting from data wrangling, feature engineering, model building, and evaluation using python.
- Conducted discount-impact analysis to develop optimal discount strategy, increased annual revenue by $61K.

FundGalaxy
- A one-stop solution where various organizations and potential investors can register themselves, fill out the necessary information to easily attract/find and interact with each other.
- Designed a smart search recommendation system that can streamline the process of finding potential investments or investors using CrunchBase API and deployed it on Heroku via REST API.

Virtual Assistant (Chatbot)
- Developed a responsive AI-powered chatbot to handle customer queries regarding food order takeaways. Integrated SQLite3 with Python to store and query customer data.

Store Sales - Time Series Forecasting
- Built a model using CalenderFourier and DeterministicProcess to forecast store sales on data from Corporación Favorita, a large Ecuadorian-based grocery retailer. Implemented a custom regressor using Ridge and Random Forest models to achieve a competitive RMSLE score of 0.42.

NBA Game Winner and Stats Predictor
- Accomplished training classifiers on binary target data for predicting the winners of NBA games and binary statistic results (e.g. which team has higher rebounds, assists, etc.).
- Built a model using XGBoost combining with SMOTEEN and tuned hyperparameters to achieve the highest overall accuracy of 74% with 14.1% macro average gain.

Wacky 1v1
- A multiplayer turn-based shooting game where 2 players try to hit each other with a physics projectile. This idea came about due to the recent EOLing of adobe flash player.
- Designed and developed different character models, including more complex multipart sprites. Developed dynamic hp bar visual and dynamic pixel elements imitating snowfall.