

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*
San Jose State University, San Jose, CA, USA.

Jan 2021 - Present

Bachelor of Technology in Software Engineering

SRM Institute of Science and Technology, Chennai, India.

Aug 2015 - May 2019

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 BPMN 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, achieved an end result that would increase the 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.