

Sanjana Chowdary Kanderi

(551) 328 4892 | New York, USA | sk10173@nyu.edu | [linkedin.com/in/sanjana](https://www.linkedin.com/in/sanjana)

EDUCATION

New York University

New York, NY

B.S Computer Science, Certificate: Psychology, Integrated Design and Media, Mathematics

Sep 2022 - May 2026

Relevant Coursework: Data Structures and Algorithms, Object Oriented Programming, Computer Security, Human-Computer Interaction, Game Programming, Databases, UX Design, Web Development, Usability Engineering

RELEVANT EXPERIENCE

Groupr (Stealth Startup)

New York, NY

UX/UI & Front-End Developer Intern

Jan 2025 – Present

- Designed and implemented accessible, user-centric interfaces for a grocery shopping web platform using Figma and React.js, improving user engagement by **30%**.
- Developed responsive front-end components (HTML, CSS, JavaScript), reducing load times by **25%**.
- Integrated 508 accessibility compliance, enhancing usability for visually impaired users through screen-reader-friendly elements and high-contrast designs, increasing accessibility adoption by **40%**.
- Conducted usability testing and iterated designs based on user-feedback, leading to a **20%** reduction in task completion time and improved workflow efficiency.

Atos

Chennai, India

Software Engineering Intern

July 2024 – Sep 2024

- Developed chatbot front-end using React and integrated REST APIs with Node.js, improving response speed by **25%** and ensuring seamless UX interactions.
- Preprocessed data using tokenization, lemmatization, and data augmentation, reducing noise by **20%** and improving input quality with NLTK and spaCy.
- Utilized Git, Docker, and Jenkins for version control and CI, ensuring efficient code management.
- Fine-tuned a BERT model with Hugging Face to boost precision/recall by **25%** for medical term recognition, optimizing hyperparameters and using custom loss functions.
- Applied TensorFlow for transfer learning and implemented attention mechanisms, reducing model inference time by **30%** and improving accuracy by **15%**.

New York University - Augmented Library

New York, NY

Software Engineering Project Leader

Jan 2024 – May 2024

- Guided a team of 10 to develop an ARCore-based mobile app using Figma for wireframing, user flow creation, and prototyping, which improved library navigation and resource discovery by **30%**.
- Designed a scalable Node.js/MongoDB architecture for real-time data synchronization across 5 distributed library systems, reducing latency by **20%** and improving resource availability by **40%**.
- Managed Agile sprints with Jira and Git, conducting A/B testing that led to a **15%** increase in user satisfaction.

PROJECTS

Multi-User Database Interaction

Oct 2024 – Nov 2024

- Developed a Fantasy Sports web application using HTML, CSS, Django, and PostgreSQL for the backend.
- Implemented features like player stats, team management, and match data with secure database interaction.
- Deployed the web app on AWS EC2, optimising backend performance and improving response time by **30%**.

To-do-list Application (Pandas, Tensorflow)

Jul 2023 – Aug 2023

- Built a robust backend application using Flask, seamlessly integrating SQLite for local data storage, which enhanced system security and reduced data retrieval time by **30%** during user interactions.
- Secured file-based storage framework with state-of-the-art encryption techniques, increasing compliance with data protection regulations and securing sensitive information.
- Created a text-based user interface, streamlining task management and improving user productivity by **20%**.

SKILLS

- Front-End Development:** HTML, CSS, JavaScript (React, Node)
- UX/UI Design:** Figma, Adobe Creative Cloud (Photoshop, Illustrator, InDesign)
- Prototyping & Wireframing:** Sketch, InVision, Axure, Balsamiq
- Back-End & Databases:** Django, Flask, SQL (PostgreSQL, MySQL, MongoDB)
- Cloud & DevOps:** AWS (EC2, S3, Lambda), Git, Docker, Jenkins, CI/CD
- Programming Languages:** Python, C++, Java, C, PHP