



PRANNAYA GUPTA

Student Programmer at NUS High

✉ prannayagupta@gmail.com

☎ +65 8207 3784

🐙 ThePyProgrammer

🌐 prannaya-gupta

🌐 www.prannaya.tech

ABOUT ME

I am a Year 5 Student from NUS High School, currently majoring in Computer Science, Mathematics, Physics and Chemistry, with Honours in Computer Science and Computer Engineering. I am the Events-in-charge of the Computer Science Interest Group and the Club Director of the Astronomy Club.

25

Projects Completed

10

Awards Received

4

Years of Coding Experience

ACHIEVEMENTS

Analysing Gait Patterns of Parkinson's Disease Patients to predict Freezing of Gait (FoG) using Machine Learning Algorithms

Used Support Vector Machines over Accelerometer Data to predict Freeze Events in Parkinson's Disease Patients

2nd Place at the ISYF *digital* 2021



Gold Award at the Singapore Science and Engineering Fair 2021

Third Prize at the Global Youth Science and Technology Bowl 2021



Best Presenters' Award at the IRC-SET Conference 2021



Facial-recognition AI for Communicating Emotions Judges' Choice Award and Top 5 Rank at the BuildingBloCS AIWinpetition

Used Tensorflow to develop a CNN model to perform Visual Sentiment Analysis over Facial Expressions

Hermoor: A Social Network for Caregivers 6th Place at MindfulHacks 2021

Developed a Simplistic Android App utilizing Firebase and Google Cloud Functions for database management and detection of suicidal thoughts

Genetic Algorithms to optimize Monte Carlo Simulations

2nd Place at the SUTD Virtual Research Hackathon

Utilized Evolutionary and Julia to craft better Monte Carlo Simulations for Delivery Systems

Dionysus

3rd Place at NUSH-SUSS E-Technopreneurship Programme

Utilised the Lean Startup Methodology and presented this prototype in front of a panel of real-world investors.

PROJECTS

Embodied AI for Computational Perception and Understanding of Spatial Designs

Trained Semantic Segmentation Models via Transfer Learning capable of segmenting HDB interiors and exteriors

Noisy Student Training to identify Textual Elements in Unsupervised News Data via Argumentative Essay Pieces

Used HuggingFace Transformers to develop a system of models capable of identifying Textual Elements in Opinion Editorials and Argumentative Essays. Later Developed a user interface utilizing Vue.js for frontend and Flask for backend

Detecting and Simulating Stable Three-Body Systems

Used Python Simulations and Spectroscopic Analyses to craft accurate models for identifying Trinary Star Systems

Hermes - A Progressive App for Item Sharing

Developed a web application similar to Carousel capable of identifying and suggesting item types using TensorFlow models

Phyton Electrical Simulator

A JavaFX Desktop App capable of allowing simulating and art via the use of simple electrical components

Tracker Version 2.0

A JavaFX Desktop App using OpenCV to identify and automatically track items in videos for experimental physics projects as an improvement over the original Tracker

Prescript.IO

A JavaFX Desktop App that managed delivery systems for Hospitals with clients for each stakeholder

An Analysis of Global Light Pollution Standards

Utilised data from the NASA DMSP OLS Dataset to identify best locations for Astronomical Observation

Green Pass

An Android Application capable of acting as a Vaccination Travel Pass for accessibility amidst the Covid-19 Pandemic

SG Covid Prediction

Analysed different models to find an optimum prediction for the Covid-19 outbreak trajectory for Singapore

SKILLS

Python

Java/Kotlin

JS/TS/Node

C/C++

HOBBIES

