R Sai Nandini

Roll No.: 22ECB0B14
Bachelor of Technology
Electronics and Communication Engineering
National Institute Of Technology, Warangal

📞 +91-79812 93763
✉ sainandiniranga@gmail.com
✉ rs22ecb0b14@student.nitw.ac.in
 Nandiniranga
in SaiNandini Ranga

EDUCATION

•**National Institute Of Technology , Warangal** — *Nov 2022 - May 2026*
  Department of Electronics and Communication Engineering — CGPA: 8.33

•**Sri Chaitanya Junior Kalasala** — *Jun 2019 - Jun 2021*
  Board of Intermediate Education, Telangana State — Percentage: 97.2

•**Dilsukhnagar Public School** — *Jun 2018 - Apr 2019*
  Board of Secondary Education, Telangana State — CGPA: 10

PERSONAL PROJECTS

•**Brain Tumor Segmentation Using Gated Attention Unet** — *Jun 2024 - July 2024*
  Detection and Segmentation of Brain Tumor Using Gated Attention Unet Mechanism - Github
  – Utilized TensorFlow, Scikit-learn, and Keras for model development and optimization.
  – Employed an Attention U-Net architecture to significantly boost segmentation performance, reaching an accuracy of 99.44% and dice coefficient upto 0.6.
  – Applied advanced machine learning techniques such as data augmentation, data generation, and effective data preprocessing to achieve F-Score of 99.2%.

•**Super Resolution** — *Aug 2023 - Sept 2023*
  Developed a super resolution model for Improved Image Quality - Github
  – Deployed using Python for backend development and SRGAN for 2x image quality upscaling.
  – Employed advanced techniques like convolutional neural networks and GANs to enhance low-quality images, achieving a 90% improvement in resolution.
  – Refined image processing models, achieving a 50% reduction in processing time while maintaining superior output quality, leading to enriched operational efficiency.

•**Chess Game** — *Jan 2024 - Jun 2024*
  Built a multiplayer responsive chess website - Github
  – Collaborated in a team of 3 to build using ReactJS, Websockets, and Tailwind CSS.
  – Developed a fully-featured chess game with comprehensive rule enforcement and real-time multiplayer capabilities; increased user engagement by 40%.
  – Enabled game room creation with unique IDs, piece color selection, and time control enhancing the user experience over 50%.

TECHNICAL SKILLS AND INTERESTS

•**Technical skills :** Computer Vision, Natural Language Processing , Data Structures and Algorithms,DBMS

•**Languages :** Java, Python , C++ , JavaScript

•**Frameworks :** TensorFlow , Scikit learn , PyTorch , React JS

•**Coursework :** Problem solving in computer programming, Data Structures and Algorithms ,
Introduction to Artificial Intelligence and Machine Learning,

POSITIONS OF RESPONSIBILITY

•**Executive Member, ECE SOCIETY** — *Aug 2023-Present*

•**Executive Member, FinWiz Club** — *Aug 2022- Jul 2023*

•**Volunteered at SpringSpree 2023, the cultural festival of NITW** — *Nov 2023 - Dec 2023*

CERTIFICATIONS AND ACKNOWLEDGEMENTS

•**Coursera Machine Learning Certificate in Supervised Machine Learning**
  May 2023- Jun 2023

•**Coursera Machine Learning Certificate in Advanced Machine Learning**
  Sept 2023 - Oct 2023

ACHIEVEMENTS

•Leetcode Badges awarded to the top 4.2% of Leetcoders who solved problems for 150+ days in 2024.

•Ranked 7975th out of a million students in JEE Main.