NAVYA VERMA

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EDUCATION

- **Indira Gandhi Delhi Technical University for Women** *2022-26*
  Bachelor of Technology in Artificial Intelligence and Machine Learning CGPA: 8.25
- **St. Anthony's Sr. Sec. School**
  Central Board of Secondary Education Percentage: 92

ACHIEVEMENTS AND AWARDS

- **Goldman Sachs Women's Possibility Summit Finalist** *Mar 2024*
  − Selected as one of the top 2.5% of finalists for this one-day program promoting diversity and inclusion.
- **WE Scholar (Offered by TalentSprint and supported by Google)** *April 2023*
  − The Women Engineers Program offered by TalentSprint, supported by Google focuses on technical and corporate skills training. I am one of the top 1% of scholars selected from over 22,000+ eligible applicants across India for this highly selective program.
- **Winner of MedHacks@Maulana Azad Medical College** *Dec 2023*
- **Winner of Ideathon for Viksit Bharat@2047 by IGDTUW** *Jan 2024*

EXPERIENCE

- **AI/ML Intern** *Jun-Aug 2023*
  AI Club , IGDTUW New Delhi
  − Developed ML Models to predict Air Quality Index and associated Health Risks in Delhi. : Github

PROJECTS

- **Centsible** | *Project* *Dec 2023*
  − Tools & technologies used: **Figma, User Research, User Interface**
  − Designed prototype of an app that empowers users with seamless **income management, debt navigation, investment exploration, and crypto education** for enhanced financial literacy
- **Cashville** | *Game* *March 2024*
  − Tools & technologies used: **Ren'Py, Git**
  − Created an visual novel game, educating and engaging users in **financial literacy**. Offering customized feedback at every step.
- **PlayIt** | *Github* *June 2024*
  − Tools & technologies used: **NodeJs, React**
  − PlayIt is a media upload and streaming platform.
- **Enhancing Myntra's User Experience** | *Project* | *Github* *Jul 2024*
  − Tools & technologies used: **Figma, HTML, CSS, Javascript, Computer Vision, UI/UX**
  − Analyzed customer preferences and market trends to propose innovative features for improving Myntra's shopping platform and increase its sales.

TECHNICAL SKILLS

- **Programming Languages**: Python, Java*, Javascript
- **Web Technologies**: HTML, CSS, ReactJS, NodeJS
- **Database Management**: MongoDB, MySQL
- **Framework & Libraries**: Pandas, Numpy, Matplotlib, Scikit Learn, TensorFlow*
- **Miscellaneous**: Git, Figma, Ren'py, LaTeX
- **Soft Skills**: Problem-Solving, Self-learning, Presentation, Adaptability

* Elementary proficiency

KEY COURSES TAKEN

- **Computer Science**: Software Engineering, DBMS, OOP, Operating System, Design and Analysis of Algorithms
- **Mathematics**: Optimization Techniques, Probability and Statistics, Applied Mathematics
- **Machine Learning**: Introduction to Data Science, Artificial Intelligence, Machine Learning

POSITIONS OF RESPONSIBILITY

- **Founder and President,** Nirvana, The Design Club of IGDTUW *2024-Present*
  − Founded and leading design club focusing on UI/UX, Photoshop, graphic design, and branding.
- **Secretary,** ACM, IGDTUW *2024-Present*
  − I oversee internal operations and coordinate activities such as sessions and competitions within the ACM club.
- **UI/UX Mentor,** GDSC , IGDTUW *2023-2024*
  − Guided an elite cohort of 30+ students in the dynamic realm of UI/UX