PRATIKSHA PRADEEP SHARMA

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EDUCATION

Master of Science, Agriculture, and Biological Engineering- Information Systems | University of Florida

Coursework: Statistical Machine Learning, Bayesian Analysis for Machine Learning, GPA – 3.67

Master of Science, Electrical and Computer Engineering | University of Florida

Coursework: Neural Networks and Deep Learning, Fundamentals of Machine Learning, GPA – 3.63

Bachelor of Science, Electronics, and Telecommunications Engineering | University of Mumbai

Jul 2015 - May 2019

SKILLS

- Languages: Python, SQL, R, MATLAB, Java, C++
- Machine Learning Frameworks: Keras, TensorFlow, Caffe, Scikit-Learn, SpaCy, PyTorch, PySpark, NLTK, Spark, Docker, Kubernetes
- Data Analysis & Visualization: Pandas, NumPy, Excel, Matplotlib, Seaborn, ggplot2, Tableau, PowerBI
- Cloud Platforms: Amazon Web Services (AWS), Microsoft Azure, Snowflake
- Statistical Methods: Statistical Analysis, Hypothesis Testing, ANOVA, Time Series Forecasting, Principal Component Analysis (PCA)
- Databases: MySQL, PostgreSQL, NoSQL
- Other: Clustering, Sentiment Analysis, supervised, and unsupervised learning

EXPERIENCE

Data Science Intern | MindHome Inc.

Aug 2023 –Present

- Leveraged Python and SQL to extract valuable insights from vast robotic data repositories, driving informed decision-making.
- Applied machine learning, data analysis, and statistical modeling on sensor data to predict potential issues, resulting in a 15% performance enhancement.
- Detected anomalies using advanced statistical methods (hypothesis testing, ANOVA, time series), with 98% accuracy.
- Engineered end-to-end ML pipelines with Azure ML, Python, and SQL. Reduced model development time by 40% through the
 application of AutoML for algorithm exploration and hyperparameter tuning.

Graduate Research Assistant | University of Florida

Mar 2021 – *May* 2023

- Utilized advanced statistical techniques and predictive modeling (Logistic Regression, XGBoost, Random Forest, MLP, DNN) to estimate cow pregnancy probabilities, effectively handling imbalanced data with 29% positive outcomes.
- Conducted comprehensive exploratory data analysis, preprocessing, and feature engineering on a dataset of 26,000 cow records.
- Improved model performance by 15% through effective outlier handling and feature selection methods.
- Implemented hyperparameter tuning and 10-fold cross-validation, achieving impressive results, including an AUC of 0.85 and an F1 score of 0.87 using the XGBoost classifier.

PROJECTS

Regeneration of Images and text using generative learning and deep neural networks

- Developed Generative Adversarial Networks (GANs) and Variational Autoencoders (VAEs) in Python, using Keras, and TensorFlow, to generate MNIST digits.
- Evaluated the generated digits against manually labeled data, achieving an 86% accuracy using a CNN classification model.
- Trained an LSTM model on a dataset comprising 50,000 IMDB movie reviews to generate coherent and contextually related sentences based on user-provided seeds.

Movie Recommender System

- Implemented a content-based recommender system using cosine similarity on the TMDB 5000 movies dataset, incorporating Python, Scikit-Learn, and Natural Language Processing (NLP) techniques, including NLTK and CountVectorizer.
- Developed an interactive web application using Streamlit, and deployed it on Heroku, enabling users to access personalized
 movie recommendations based on their preferences.

Customer Analytics for Business Growth

- Employed a combination of Hierarchical and K-means clustering techniques, enhanced by Principal Component Analysis (PCA) for customer segmentation, reducing dimensionality by 30%.
- Conducted comprehensive descriptive analysis by brand and segment, uncovering valuable consumer behavior patterns.
- Utilized linear and logistic regression models to drive elasticity modeling, resulting in a substantial 20% improvement in purchase probability, 15% higher brand choice prediction accuracy, and a 25% increase in purchase quantity estimation.
- Achieved over 90% accuracy in predicting future customer behavior using an Artificial Neural Network (ANN).

Rock Paper Scissor Game using OpenCV

- Created a real-time Rock, Paper, Scissors game using OpenCV, and Tensorflow for hand sign recognition and game output
 prediction using a custom dataset using data augmentation (rotation, scaling, and translation) comprising thousands of labeled
 hand-sign images.
- Fine-tuned the NASNETMobile architecture with a focus on optimizing for both accuracy and inference speed, leveraging transfer learning from ImageNet weights.

CERTIFICATIONS

• Python for Data Science and Machine Learning

The Ultimate MySQL Bootcamp