PREETIKA CHHOTRAY

+1-4379710170 | chhotra@uwindsor.ca | [Web](#) | [Github](#) | [LinkedIn](#)

EDUCATION

University of Windsor, Windsor, Ontario, Canada   Percentage: **85**
Master of Applied Computing, Sept 2021 – Dec 2022

Guru Gobind Singh Indraprastha University, New Delhi, India
Bachelor of Technology, Information Technology (**First Division),** Aug 2015 – June 2019

RELEVANT EXPERIENCE

Gerson Lehrman Group, Gurugram
Specialist, Compliance   Apr 21 – Aug 21
• Held position of a fraud examiner, reviewed and evaluated completeness, accuracy, and appropriateness of an individual or a company's profile by 85%.
• Learnt and applied compliance policies to protect data integrity of client engagements by 50%.

OLA, Gurgaon
Business Analyst Intern, Revenue Management Team   Aug 2019 – Mar 2021
• Established constructs for pricing strategies, business operations, and performed market research for growth and expansion resulting in a 50% profit.
• Headed business operations and market research surveys to grow business where growth of 12 - 15 % was witnessed in driver partners and profit.
• Validated analysis on driver data using most trending technologies (Hive, Excel and SQL).

AIRPORT AUTHORITY of INDIA, New Delhi   Jun 2018 – Jul 2018
Data Analyst Intern, IT Department
• Analyzed the MIDT dataset of 400 MB provided by the AAI with BI tools (Tableau) by understanding business and exploring data.
• Created visualizations and predictions based on data provided.

DEFENCE RESEARCH DEVELOPMENT ORGANIZATION, New Delhi   Jun 2017 – Jul 2017
Web Development Intern, DESIDOC
• Built a Leave Management Portal for employees at DRDO to digitize leave sanctioning process.
• Deployed portal using Xmpp for web server, MySQL and Zend Framework.

ACADEMIC PROJECTS

Web Search Engine (ATOM)
• Developed a web search engine on Eclipse using Java to conduct 3 different tasks.
• Analysed and leveraged existing algorithms to crawl web, search patterns and perform page ranking.

Playing PacMan using Hand Gestures, Bachelor Thesis Project
• Tweaked the famous PacMan game by leveraging gesture recognition.
• Programmed system using Tensorflow, Python, NodeJS, Web server for Chrome, HTML.

Hand Gesture Recognition using Computer Vision, Minor Project
• Developed, modified and implemented a robust hand gesture recognizer by operating background subtraction method.
• Leveraged technologies including Python and OpenCV for gesture recognition.

TECHNICAL SKILLS

• **Programming Languages :** Java, C/C++, Python
• **Database Management** : MySQL (https://bit.ly/2RmEaf3)
• **Internet Design** : HTML, CSS, PHP, NodeJS
• **Other technologies** : OpenCV, Tensorflow, Tableau, Excel, GoogleAPI

ACHIEVEMENTS and RESPONSIBILITIES

• Bagged the **third position** at a hackathon at Christ University Faculty of Engineering, Bangalore.
• Was one of the **5 candidates** out of a batch of 140 students who were shortlisted by the **Head of Department, IT** for the Best Student Award for the department of IT.
• **Headed** the **editorial and documentation** team of TEDxBVCOE and **hosted** the first ever TEDx event of my college.