

PRIYANKA S

EDUCATIONAL QUALIFICATIONS

<u>Degree/ Standard</u>	<u>Institution & Laurels</u>	<u>CGPA/ Percentage</u>
ME CSE 2022	PSG College of Technology, Coimbatore - Ranked first in the programme	9.84*/10
BE CSE 2020	PSG College of Technology, Coimbatore - Qualified GATE 2020 - Qualified TANCET 2020	9.01/10
XII HSC 2016	Avila Convent Matriculation Higher Secondary School, Coimbatore - Ranked first in the Maths-Computer Science Group - Merit Cards for commitment towards Academic Excellence	97.92%
X SSLC 2014	Avila Convent Matriculation Higher Secondary School, Coimbatore - Ranked third in the district - 10th Standard Topper Trophy for standing first in the school	99.2%

*till 1st semester

INTERNSHIP

- **Wheelhouse Technology Solutions Private Limited, Coimbatore** *Dec 2018 - Apr 2019*
 - Involved in React-Native front end development for Scribbles, a school uniform M-commerce application
 - Integrated FAQ assistance chat-bot using Dialogflow

PROJECTS

- **Deep Learning:** Computational Bioacoustics in Livestock Positive Welfare Assessment (*Jun 2021 - Present*)
- **Socket Programming based Application development:** Hostel Day Help Desk where hostellers chat with each other and receive e-mail on buying T-shirts using Python tkinter GUI and SQLite
- **Face Detection and Recognition Application development:** Smart Attendance System using PCA with Python OpenCV, tkinter GUI, Openpplx, Microsoft Azure Cognitive Face API and SQLite
- **Data Analytics:** Rising Star Evaluation in academic social network using CART for impact analysis in Python
- **OOAD:** SRS documentation and UML diagrams for Online Food Ordering Systems & Lawyers Digital Repository using StarUML
- **DBMS:** OTT platform database design in MySQL, MongoDB and Neo4j
- **Mobile Application development:** Notes app with gesture detector and Recycler View in Android Studio and SQLite
- **Face Recognition:** KNN implementation with Metric Learning using Bing Search API for dataset building
- **Computer Vision:** Texture Image Representation by Scale Selective Local Binary Patterns in Python
- **Game Programming:** Ping-Pong game with FSM as AI technique using Processing IDE
- **Arduino:** Scaling of an image using ultrasonic sensor
- **Responsive Web Design:** Personal Portfolio using HTML, CSS and Javascript
- **MORE PROJECTS ON:** <https://priyankasukumar22.github.io>

COURSES & CERTIFICATIONS

- **User Research and Design (University of Minnesota)** *Oct - Nov, 2020*
 - Identified technology opportunities in practical context, communicated findings meaningfully, identified design directions capitalising formative research
- **VR and 360 Video Production (Google AR & VR)** *Oct - Nov, 2020*
 - Gained understanding about VR process elements from 360° videos, preproduction pipeline, cameras to postproduction and publishing
- **Avatar Psychology for Designers (Michigan State University)** *Oct - Nov, 2020*
 - Designed avatars by incorporating digital identity projection vs exploration, etching individual traits with inclusive ethnicity portrayal, traditional grounds, digital aspects and realism checks
- **Introduction to Augmented Reality and ARCore (Google AR & VR)** *Oct - Nov, 2020*
 - Understood mobile AR tracking, occlusion, surface detection, UI, UX, spatial mapping and designing of ARCore assets
- **Introduction to Virtual Reality (University of London)** *Sept - Oct, 2020*
 - Ideated VR applications with business opportunities imparting apt VR embodiment of display, content, interaction, immersion, illusions and challenges
- **Introduction to XR: VR, AR, and MR Foundations (Unity)** *Sept - Oct 2020*
 - Drafted XR application idea brief with target audience, market channels, implementation capabilities, supporting technologies
- **Front-End Web UI Frameworks and Tools: Bootstrap 4 (The Hong Kong University of Science and Technology)** *Jul - Aug, 2020*
 - Designed a responsive restaurant website using Bootstrap CSS, Javascript, jQuery and Sass

ACHIEVEMENTS & AWARDS

- **Walmart Global Tech India - Future of Retail Hackathon** *Mar - Apr, 2021*
 - Shortlisted among top 5 teams, under Social-Commerce sub-theme
 - Prototyped Walmart Buddy, leveraging sociability and demographic patterns encouraging social sharing, promoting transparent credibility and resolving shopping dilemma via BuyTogether
- **Robert Bosch - VR and AR with Hackathon Revolutionising the Modern Enterprise** *28-29 Mar, 2021*
 - Winner for AR application elevator pitch and business model presentation, KCT Yugam
- Second Runners-up in Capture the Flag Hackathon, Crusaders 2019
- First Runners-up of Women's Quiz by Association of Serious Quizzers, 2017

EXTRA CURRICULAR ACTIVITIES

- **Publicity Team Head:** Aligned Computer Science Engineering Association's Publicity as an active executive member, 2019
- **Event Convenor:** Orchestrated Tech-Trivia as part of Crusaders, 2018
- **Public Speaker:** Tenured as the Deputy Speaker in School Parliament and addressed diverse gatherings and issues, 2015

LANGUAGES

- Full professional proficiency: English
- Native or Bilingual proficiency: Tamil
- Elementary proficiency: German
- Learning: Hindi