

REENA BHARATH

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EDUCATION

Ceská Zemědělská Univerzita

Bachelor of Informatics

Oct 2020 – Present

Coursework: Programming and Data structures, Operating Systems, Object Oriented Programming, Algorithm Development, Python, C#, User Experience / Interference, SAP HANA, Machine Learning, Artificial Intelligence, Database management system, MySQL.

St. Joseph's Anglo Indian Higher Secondary School

MAJOR IN COMPUTER SCIENCE, PHYSICS, CHEMISTRY & MATHS.

Jun 2019 – Mar 2020

SKILLS

Technical: C, C++, C#, .NET, Python, MySQL, Data Structures and Algorithms, HTML, CSS, JavaScript, Swift, Tableau, Machine Learning, Deep Learning, Microsoft Tools (Word, Excel, PowerBI)

EXPERIENCE

SIEMENS

Project Administrator

Prague, Czech Republic

Sept 2021 – Present

Support with status reporting, process documentation, administrating internal applications, contributing to the Enterprise Risk Management and Dashboard management in PowerBI.

IT Freelance

Freelancing in the IT Industry

Prague, Czech Republic

Feb 2019 – Present

Undertaking user-requested projects across various programming languages such as C++, C#, .NET, Python and in creating and managing of personal websites.

PROJECTS

Quiz Game

- This project, developed using C# Windows Forms, revolves around crafting an interactive quiz to assess users' knowledge.
- Participants earn a point for each correct answer.
- Additionally, users have the flexibility to exit the game at any juncture, enhancing the overall user experience.

Math Practicer

- The C# program provides users with the opportunity to practice elementary level math skills.
- Users have the flexibility to halt the program at any point, allowing for a customizable and user-friendly learning experience.

UX/UI Roulette Game Prototype

- A prototype or wireframe has been designed to offer users a preview of the upcoming game interface.
- This allows users to visualize the overall layout and design before the actual development using front-end tools.
- Users have the capability to request changes to ensure the final product aligns with their preferences and satisfaction.
- This iterative process enhances user involvement and ensures a more tailored and user-friendly product.

Website for Gaming Online E-Store

- Contributed to the creation and management of an online gaming E-Store, showcasing expertise in e-commerce and a commitment to delivering an exceptional customer experience.

Data Cleaning using Machine Learning

- Applied machine learning techniques for data cleaning, ensuring high-quality datasets by identifying and rectifying inconsistencies, outliers, and missing values.
- Leveraged algorithms to enhance data integrity and optimize information for accurate analysis and modelling.

Unsupervised Learning – Topic Modelling on Social Network

- Executed unsupervised learning through topic modelling on social network data, employing advanced algorithms to uncover latent themes and patterns within the vast network.
- Implemented cutting-edge techniques to extract meaningful insights, fostering a deeper understanding of user interactions and content dynamics.

CERTIFICATIONS

The Web Development Bootcamp (Udemy), Data Science Training with Python for Data Analysis (Udemy), IOS & Swift Application Developer (Udemy), WordPress (Udemy), Agile Scrum Foundations (Simplilearn), Project Management Foundations (LinkedIn Learning), PowerBI (Coursera)