### Ria Ammu

Engineering student versed in computer competencies include various Coding skills and MS Office applications. Willingness to learn, follow instructions and work cooperatively within team environments. Takes constructive criticism well and leverages challenges into learning experiences.



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20 June 2002

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#### Android App Development Intern IRM

- Undertook and participated in projects & programs designed to develop professional skills and mentoring from senior personnel in planning and carrying out activities and
- assignments. Responsible for supporting the development team in design

### Digital Marketing Intern

## and development of web and mobile applications. Spade Event Management Services

- Tasked with editorial calendar maintenance to keep content
- timely, relevant, and engaging. Created unique and engaging content for a range of social.
- media platforms including Facebook, and Instagram. Used Adobe Photoshop, Spark, Canva to create images and layouts for over many projects.











# B.Tech CSE (Hons.)

Lovely professional University

### Data Science Virtual Semester Exchange at Asia University

Higher Secondary Education Board of Intermediate Education, Andhra Pradesh

Secondary Education

Board of Secondary Education, Andhra Pradesh



### PROJECTS

Personal Portfolio (12/2021 - Present)

- This portfolio website provides professional information and presents a showcase
- Used web stack: HTML CSS, JavaScript, Bootstrap
- Dashboard on Top 100 Restaurant Chains in US (10/2021 - 11/2021)
- Designed an interactive dashboard that deals with the sales, VOV change in sales Reverb-Media Player (06/2021 - 07/2021)

#### Designed a user-friendly media player app with eye catchy UI/UX.

Developed an android ann that can access and view different types of media.

Terrain Carz (02/2021 - 05/2021)

Designed a 3-D racing game using Unity Game Engine, with creative graphics and ▶ Used C# scripting for the functionality of the sprite.

Flan flanny (09/2020 - 12/2020)

Designed an interesting single-player 2-D arrade game using Unity Game Engine. ■ Used C# scripting for the functionality of the sprite.

Mini UMS (03/2020 - 05/2020)

Developed a website on Student Management System using HTML, CSS and



## **TECHNICAL SKILLS**

Programming Skills

Python, R. SOL, C++, JavaScript, Java

Machine Learning Pandas, NumPy, and scikit-learn

Web Stack HTML, CSS, Node,is, React

Computer Skills

MS Office, G Suite, Tableau, PowerBI



# **CERTIFICATES & HACKATHONS**

30 Days of Code by HackerRank (01/2022 - 02/2022)

HackerRank Python (Basic) Skill Certification (01/2022 - Present) Certificate in Modernizing Java EE Applications

(08/2021 - Present) Microsoft Al Classroom Series (07/2021 - Present)

Project Completion Certificate by ALLSOFT Solutions. (06/2021 - Present)