# ROSHINI VENKATESWARAN

Washington, DC | roshiniv@gwu.edu | +1 (571) 977 9132
http://www.linkedin.com/in/roshini-venkat | https://github.com/RoshiniVenkateswaran

## EDUCATION

**The George Washington University School of Engineering & Applied Science** **Washington, DC**
**Master of Science in Computer Science** GPA : 3.67/4.00 **May 2026**
*Relevant Coursework :* Design and Analysis of Algorithms, Advanced Software Paradigms, Computer System Architecture, Machine Learning, Database Systems, Advanced Topics in Augmented Reality.

**Rajalakshmi Engineering College, Anna University** **Chennai, India**
**B.E in Computer Science and Engineering** GPA : 3.65/4.00 **May 2023**
*Relevant Coursework :* Data Structures, Foundations of Machine Learning, Principles of Artificial Intelligence, Object Oriented Programming, Operating Systems, Software Engineering.

## TECHNICAL SKILLS

- **Programming :** Java, Python, C/C++, Dart, SQL, C#, HTML, CSS, JavaScript, Node.js
- **Frameworks & Tools:** Flutter, Spring, Unity, TensorFlow, Keras, Rest API
- **Database & Cloud Technologies:** MySQL, Firebase, Supabase, IBM Cloud, Amazon Web Services (AWS), Relational Database Management
- **Version Control & Development technologies:** Git, GitHub, Agile, SDLC
- **Core Competencies:** Machine Learning, Data Structures, Web & Mobile Development, API Integration, Problem Solving

## WORK EXPERIENCE

**Artificial Intelligence Intern** **Chennai, India**
**Advantage Capital Pvt Ltd** **Dec 2023 - Apr 2024**
- Developed and integrated advanced NLP models, increasing response accuracy by 25%, and conducted comprehensive data analysis on datasets of over 100,000 interactions.
- Managed the full project life cycle, enhancing user interactions and optimizing chatbot performance, resulting in a 30% improvement in customer satisfaction.

**Trainee Software Engineer** **Kochi, India**
**Etuper Technologies** **Jun 2022 - Aug 2022**
- Collaborated on the "Brilliant Rewards Project," an application for the hospitality domain, providing object-oriented analysis, coding, and testing of proprietary hospital management software applications.
- Led the establishment of coding reviews, identifying programming errors at an early stage in the development process and hastening product time-to-market by over 15%.

**Project Trainee** **Chennai, India**
**Xrbit** **May 2020 - Apr 2021**
- Implemented augmented reality-based web applications depicting the historical and cultural heritage of India using Three.js, a 3D computer graphic JavaScript API and developed many applications based on AR for education of children.
- Led a team of 5+ in organizing an event that showcased and promoted local art, incorporating a modern touch through the implementation of Augmented Reality applications.

## PROJECTS

**Team Member, ExSpends - An Expense Tracking Mobile Application Using MVC Model** **Sep 2024 - Nov 2024**
- Developed an expense-tracking app using Flutter, GetX for state management, Laravel PHP for the backend, and MySQL for the database, with Rive animations enhancing the UI.
- Enhanced user engagement by using intuitive state management and animations.

**Team Lead, Smart Education Application for Special Children using Augmented Reality** **Aug 2022 - Mar 2023**
- Led a team to build a Unity-based app with 6 modules covering diverse subjects, tailored for 500+ specially-abled students.
- Integrated personalized user authentication and access, ensuring secure and tailored learning experiences.
- Increased usability through interactive and visually enriched modules that improved the study environment.

**Team Member, University Admit Eligibility Predictor with Dashboard** **Sep 2022 - Nov 2022**
- Analyzed academic datasets and implemented regression models to predict university admission eligibility with 92% accuracy.
- Designed a comprehensive dashboard that streamlined manual data handling, reducing processing time by 50%.

**Team Lead, Face Mask Detection with OpenCV** **Feb 2022 - Apr 2022**
- Developed a real-time mask detection system using OpenCV and deep learning techniques, achieving 93% accuracy in identifying compliance with mask mandates.
- Successfully deployed the system in university settings, reducing manual monitoring efforts by 60% and ensuring adherence to COVID safety regulations.

## PUBLICATION

"Augmented Reality based Education Ecosystem for Specially-Abled Children" presented at ICT4SD 2023 (International ICT Summit & Awards) and published in Springer Link. [https://link.springer.com/chapter/10.1007/978-981-99-6568-7_10]