

# SAMRUDDHI GULHANE

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#### **EDUCATION**

# **Bachelor of Technology**

Government College of Engineering Amravati

Electronics and Telecommunication 2021–2025

**HSC - Science** 

J. C. Junior College, Karanja (Lad) 2020-2021

#### SSC

J. D. Chaware Vidyamandir, Karanja (Lad) 2018-2019

### CO-CURRICULAR

- Class Representative: Served as CR for two academic years
- KCT: Active Participation in sports under Kalpana Chawla Trophy
- ZENITH: Member of dance and treasurer committee.
- Participated in Dance in cultural fest.
- ETAS: Active participation in events organized by ETAS club.

# **HOBBIES**

- Listening to music
- Playing Badminton
- Cycling

#### LANGUAGE

- English
- Hindi
- Marathi

#### **PROFILE**

Enthusiastic and detail oriented engineering student with a solid foundation in programming, E&TC engineering principles. Adept at utilizing technical skills to design, develop and implement innovative solutions in fast-paced environment. Demonstrates strong analytical abilities, problem solving skills and a commitment to continuous learning. Eager to contribute a dynamic engineering team and apply knowledge to real world challenges.

### **INTERNSHIP**

# Data Science and Analytics Intern Proxenix Company-Remote May-2025

- Worked on Sentiment Analysis on Movie Reviews using NLP techniques like tokenization, TF-IDF, and machine learning algorithms to classify reviews by polarity.
- Built a Text Summarization model using extractive (TextRank) and abstractive (transformer-based) approaches to generate concise summaries.
- Tools: Python, NLTK, spaCy, Scikit-learn, Pandas, TensorFlow

# **PROJECTS**

#### **Credit Card Fraud Detection**

Developed a machine learning model top detect fraudulent credit card transactions using Python and libraries like NumPy, Pandas and Matplotlib. https://github.com/SamruddhiGulhane/Credit\_card\_fraud\_Detection

# Tic-Tac-Toe Game

Developed an interactive Tic Tac Toe game using python and Tkinter, The application features a user friendly graphical interface allowing two players to take turns marking spaces on 3x3 grid. The game includes logic which determines the winner, highlight winning moves and handle draw scenarios.

https://github.com/SamruddhiGulhane/Tic\_Tac\_Toe

#### **PCB Designing**

Designed and developed a compact PCB for a battery level indicator, focusing on schematic design, component selection, and layout optimization. Implemented voltage sensing and LED display, with thorough testing to ensure functionality and reliability.

# **Technical Skills**

- Languages: Python, C++
- Databases: SQL
- IDE/Tools: Vs Code
- · Libraries: NumPy, Pandas, Matplotlib
- OS: Linux
- Data Structure and Algorithm