

Sanjana G

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EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY, TIRUCHIRAPPALLI
B TECH IN PRODUCTION ENGINEERING
Expected May 2019
Cum. GPA: 8.34/10

B TECH IN COMPUTER SCIENCE AND ENGINEERING (MINORS)
Expected May 2019
Cum. GPA: 10/10

COURSES TAKEN

UNDERGRADUATE

- Basics of Programming
- Data Structures and Algorithms
- Computer Organization
- Probability and Statistics

INDEPENDENT

- Design and Analysis of Algorithms (Stanford University)
- Machine Learning, By Andrew Ng (Stanford University)
- Neural Networks and Deep learning, By Andrew Ng (deeplearning.ai)
- Natural Language Processing, By Dan Jurafsky (Stanford University)

SKILLS

PROGRAMMING

Over 5000 lines:

Python • PHP

Over 1000 lines:

C • C++ • JavaScript

Familiar:

HTML • CSS • Octave • MySQL

Version Control:

Git

Frameworks/Libraries:

Tensorflow • Flask • ReactJS • Laravel

LINKS

Github:// [sanjana098](#)

SPOJ:// [sanju22](#)

EXPERIENCE

INKMONK | SOFTWARE DEVELOPMENT INTERN | MAY 2017 - JULY 2017

- Created tools for Admin operations to monitor the seller orders and dispatches to increase the productivity of the sellers.
- Retail data analysis and visualizing them using D3.js and Rickshaw.js. Major tasks involved Transactions retention, Revenue retention and Net promoter score timeline.

DELTA FORCE | PROGRAMMER | JULY 2016 - PRESENT

Worked on several problem statements over 1 year which includes:

- Implementing a fast and precise collision detection in a web game played by more than thousand people.
- Learning various Project Management methodologies and carried out each project following agile practices with regular scrum session.

INGENIUS HACKATHON | PARTICIPANT | SEP 2016

Created an application to easily calculate the birth rate, death rate and other parameters and to create awareness regarding the status in every state.

Currently improving the features of this application to achieve the following :

- Collaborate with the hospitals across India in a separate dashboard.
- Prompt those hospitals which hadn't submitted the details for a long time.

RESEARCH

AUTOMATIC ESSAY SCORER | MAY 2017 - PRESENT

Tested various Machine Learning algorithms for automatic essay scoring system with the help of NLTK. Currently doing research to implement behavioral analysis of essay writer from the essay.

PROJECTS

A PERSONAL ASSISTANT BOT ON FACEBOOK MESSENGER |

JAN 2017 – FEB 2017

The application mines the intent of user's query related to the event in focus and answer's it. API.ai was used to do natural language processing. Response optimization was done using NLTK.

PRAGYAN PREMIER LEAGUE | AN ONLINE VIRTUAL CRICKET TOURNAMENT | OCT 2016 – JAN 2017

Built with ReactJS frontend and integrated with Laravel 5.1 backend. Focused mainly on designing business logic of the application including pair matching and dynamic pricing algorithms. The game got 1000+ players.

FESTEMBER GAMES | A GAME FOR COLLEGE CULTURAL FESTIVAL | AUG 2016 – SEP 2016

Worked in a team of 3 to develop a game for festember using Phaser.

COURSE RECOMMENDER SYSTEM | JUNE 2016 – JULY 2016

Made a simple course recommender system using collaborative filtering algorithm.