Sanjana G

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EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY, TIRUCHIRAPPALLI
B Tech in Production Engineering
Expected May 2019
Cum. GPA: 8.20

B Tech in Computer Science (Minors)
Expected May 2019
Cum. GPA: 10

COURSES TAKEN

UNDERGRADUATE
• Basics of Programming
• Data Structures and Algorithms
• Computer Organization

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)

SKILLS

PROGRAMMING
Over 5000 lines:
PHP • Laravel 5 • Python
Over 1000 lines:
C • C++ • JavaScript
Familiar:
HTML • CSS • Git • Octave • MySQL • ReactJS • Flask

LINKS

Github:// **sanjana098**

RESEARCH

AUTOMATIC ESSAY SCORER
March 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.

EXPERIENCE

INKMONK | Software Development Intern
May 2017 - July 2017

The project involved multiple tasks for 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 in the last 7 months. Some of them 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 each 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 who haven't submitted the details for a long time.

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.