Sanjana G

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EDUCATION

NATIONAL INSTITUTE OF TECHNOLOGY, TIRUCHIRAPPALLI
B Tech in Production Engineering
Expected May 2019
Cum. GPA: 8.49/10

B Tech in Computer Science and Engineering (Minors)
Expected May 2019

COURSES TAKEN

UNDERGRADUATE
- Basics of Programming
- Data Structures and Algorithms
- Computer Organization
- Probability and Statistics
- Pattern Recognition
- Operating Systems
- Operations Research

INDEPENDENT
- Machine Learning, By Andrew Ng (Stanford University)
- Design and Analysis of Algorithms* (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**
LeetCode:// **sanjubilly**

EXPERIENCE

AXIS BANK - BUSINESS INTELLIGENCE UNIT | Summer Intern | May 2018 - July 2018
- Gained extensive knowledge about the working of Elasticsearch and Kibana and assisted the business reporting team for implementing Cognitive search based dashboard. Worked on clustering algorithms to group employees into different segments and to detect bad practices in designing database and tables in SAS.

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 - March 2018
Worked on several problem statements 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.

RESEARCH

AUTOMATIC ESSAY SCORER | May 2017 - August 2017
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.