

CONTACT

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EDUCATION

- 2022-2026
- SHRI RAMSWAROOP MEMORIAL UNIVERSITY, LUCKNOW
- B.Tech in Computer Science Engineering

- HIGH SCHOOL EDUCATION
- 10th Pass - 2020
- 12th Pass - 2022

TECHNICAL SKILLS

- Java
- Python
- C++
- JavaScript
- HTML & CSS
- C
- Machine Learning (AI/ML)
- Data Structures and Algorithms (DSA)
- Object-Oriented Programming (OOP)
- Prompt Engineering
- Unity 3D
- Web Development
- Generative AI (Google Cloud Skill Boost)

SOFT SKILLS

- Project Management
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

SHREYA KHANNA

SOFTWARE ENGINEER

PROFILE

B.Tech CSE student from Shri Ramswaroop Memorial University, Lucknow, with a strong passion for software development and augmented reality. Proficient in Python, Java, C++, and web technologies, with hands-on experience in machine learning and generative AI. Committed to applying technical expertise and creative analysis abilities to drive innovation in a vast tech environment.

PROJECTS

- Face Detection | Python
 - Developed a real-time face detection application utilizing OpenCV, Haar cascades, and deep learning techniques.
 - Implemented image preprocessing and feature extraction to enhance detection accuracy by 40% - 50%, showcasing advanced skills in computer vision.
 - Strengthened knowledge in machine learning, deep learning, and real-time image processing.
- Augmented Reality Application | AR | UNITY | C#
 - Made an augmented reality (AR) application allowing users to visualize home furniture and decor in real spaces and gives a 50% better user- experience.
 - Utilized Unity and AR frameworks (AR Foundation) to create an interactive experience with real-time 3D model manipulation.
 - Integrated features like object placement, scaling, and rotation to enhance user interaction and engagement.
 - Enhanced skills in AR/VR development, Unity, and real-time rendering.
- Tic-Tac-Toe Game | Java
 - Built a command-line Tic-Tac-Toe game implementing object-oriented programming (OOP) principles.
 - Enhanced skills in Java, game logic, and user interaction.
- Calculator Application | Java
 - Created a calculator application with a graphical user interface (GUI) using Java AWT and JAVA Swing.
 - Focused on implementing core programming concepts and improving user interface design skills.
- Number Guessing Game | Java
 - Designed a console-based number guessing game, showcasing logical thinking and implementation of control structures.
 - Strengthened understanding of Java fundamentals and user input handling.

EXPERIENCE

- GAOTEK.Inc (AI Intern) May 2024-August2024
 - Led a team of 100 people to develop and optimize prompt strategies for AI models, enhancing accuracy and relevance in task execution by 70% .
 - Implemented iterative testing processes to refine prompts, resulting in a 30% increase in model performance for key projects.
 - Collaborated with 4 to 5 cross-functional teams to ensure alignment on prompt engineering goals, fostering innovation and effective problem-solving.
- Internepe (Java Programming Intern) March 2024 - May 2024
 - Built engaging Java-based games, focusing on enhancing user experience and functionality by 60%.
 - Applied object-oriented programming (OOP) principles to game development, ensuring code maintainability and performance by 90%.
- Yhills (Data Science Intern) January 2023-March 2023
 - Collaborated on data analysis projects, employing statistical techniques to extract insights and support decision-making, increased data-driven decision-making efficiency by 25%.