LAVANYA JAIN

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 Lavanya Jain | jainlavanya14 |

EDUCATION

• National Institute of Technology,Kurukshetra *August 2023 - 2027*

Bachelors of Technology in Artificial Intelligence and Machine Learning Kuruksetra,Haryana
  ◦ CGPA: 8.7143

• Delhi Public School,Faridabad *2022-2023*

Class XII Faridabad, Haryana
  ◦ Percentage: 95.2%

• Delhi Public School,Faridabad *2020-2021*

Class X Faridabad, Haryana
  ◦ Percentage: 98%

TECHNICAL SKILLS

Languages: C, C++, Python, SQL, CSS, HTML
Relevant Coursework: Data Structures and Algorithms, Database Management System,Operating Systems, Digital System Design, Object Oriented Programming, Neural Networks
Machine Learning: NumPy, Pandas, TensorFlow, scikit-learn, Matplotlib

PROJECTS

• Expense Tracker *June 2025*

Tech Stack: [React (Vite), Node.js, Firebase Auth, Tailwind CSS, HTML, Local Storage]
  ◦ Built a full-stack expense tracker using React (Vite) and Node.js, with Firebase Authentication for secure login and Local Storage for client-side data persistence. Enabled users to categorize transactions (e.g., food, shopping, travel, education) and set weekly/monthly budgets.
  ◦ Designed a modern, responsive UI with Tailwind CSS and HTML, featuring real-time alerts on budget overruns and enhanced performance through React's useMemo for seamless user experience.

• AI Ticket ChatBot *September 2024*

Tech Stack: [Next.js, React (Vite), NestJS, Prisma, SQL (Docker), Python, REST API]
  ◦ Built a full-stack AI-powered chatbot to automate museum ticket booking, featuring a conversational Next.js frontend that captures user details (name, age, gender, contact, ticket quantity) and securely transmits data via RESTful APIs.
  ◦ Engineered a scalable backend using NestJS and Prisma with a Dockerized SQL database, and integrated a Python module for dynamic ticket generation and automated email delivery.

• GameSphere: *Jan 2024*

Tech Stack: [Tkinter, Pygame, Pillow]
  ◦ Collaboratively Developed a multi-game platform during our Programming using Python course, integrating classical games such as Tic-Tac-Toe, Car Race, Space Invaders, and Flappy Bird to offer a versatile gaming experience.
  ◦ Designed intuitive interfaces using Tkinter and implemented interactive game logic with Pygame, incorporating features like real-time scoring, high score tracking, and smooth navigation between games.Leveraged Pillow for image handling and custom graphics, enhancing the visual appeal and gameplay responsiveness.

EXPERIENCE

• TEDx NITKKR *February 2025- Present*

Member- Organizing Committee NIT Kurukshetra, Haryana
  ◦ Organized TEDx events by inviting renowned external speakers and coordinating their engagement. Managed speaker hospitality and led sponsorship and outreach efforts to support event execution.

• Colours *October 2024- Present*

Member- Outreach Team Lead NIT Kurukshetra, Haryana
  ◦ Led outreach initiatives by contacting a diverse range of sponsors—including companies from corporate, food, beverage, finance, and education sectors—for college fests, and inviting guest speakers and collaborators for club events.

ACHIEVEMENTS

- Secured a top 25 position among 120+ teams in the final college round of Smart India Hackathon, demonstrating innovation and problem-solving under pressure.
- Awarded 100% merit-based scholarship for academic excellence in Classes 11 and 12.
- Received a Gold Medal in Class 10 Board Examinations.
- Earned a 2-year NTSE Scholarship from the Haryana Board, recognizing national-level academic performance.
- Honored as the Branch Topper in the first year of engineering for outstanding academic results.