SINDHU RAVIKUMAR

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Data Scientist

Proficient in data acquisition and data engineering, statistical analysis, machine learning, deep learning, and NLP. With a background in graphics, I bring strong skills in visual data analytics and creative feature engineering that help find interesting narratives in data and make insightful predictions.

SKILLS

Python, HTML/CSS, OOP, Git, SQL, Postgres, NumPy, Pandas, Apache Spark, Scikit-learn, Keras, NLP, Nltk, Matplotlib, Seaborn, Geopandas, Illustration, Graphic Design, 3D Digital Design, Motion Graphics, Video Editing

SOFTWARE

Jupyter Notebooks, DataBricks, Visual Studio Code, Tableau, Adobe Photoshop & After Effects, Maya, Zbrush, Microsoft Office

TECHNICAL PROJECTS

Student Performance Predictions - Github
Predict if students answer incorrectly or correctly on questions with an Artificial Intelligent tutor developed at RIIID Labs
- Utilized Postgres to store the AI tutor data into a SQL database to save space and used SQL queries for efficiency
- Used Tableau and Seaborn for data visualization and understanding
- Engineered new features from data using Pandas and Numpy to improve model predictions
- Predicted student answers with Scikit-learn models, the best model being a Random Forest Classifier

Movie Recommender - Github
Recommend movies to users with collaborative and content based filtering
- Engineered data using Apache Spark to handle big data
- Visualized data using Seaborn and Wordcloud for data understanding
- Created a collaborative-based recommender model using ALS from pyspark
- Created a content-based recommendation engine using Scikit-learn functions and NLTK for NLP

Tanzanian Water Well Status - Github
Predict if water points in Tanzania are functional, functional but needs repair, or nonfunctional
- Used Pandas for data cleaning and engineering
- Visualized relevant features with Seaborn and Geopandas for data understanding
- Tried various machine learning methods from Scikit-learn and more, using recall as the main error metric of interest
- Light Gradient Boosting model by Microsoft yielded best prediction results

EMPLOYMENT HISTORY

3D/Motion Graphics for Marketing, **High 5 Games**, New York, NY   05/2016 - 08/2016
- Incorporated Motion Graphics using Adobe After Effects, Photoshop, and Illustrator for promotional videos
- Utilized Maya for 3D asset production for advertisements

3D Graphics Intern, **Dreamworks**, Bangalore, India   05/2009 - 08/2009
- Trained in Animation techniques (Autodesk Maya)
- Assisted all departments with administrative tasks

VOLUNTEER WORK

Graphic Designer, **Sankara Eye Foundation**, San Jose, CA   2007 - Present
- Designed flyers, posters, and invitations for fundraising events with Adobe Photoshop

EDUCATION

Flatiron School, New York, NY   08/2020 - 12/2020
Immersive 15 week Data Science Bootcamp program

Rochester Institute of Technology, Rochester, NY   08/2012 - 05/2016
3D Digital Design (Java