SMRITA PANDEY

Computer Science (BS) — Arizona Based — Passionate about Data Science, Machine Learning, and Cybersecurity

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Professional Summary

Results-driven Computer Science senior with experience in data science, machine learning, software development, and cybersecurity. Skilled in Python, SQL, C, and data visualization tools to analyze datasets and provide actionable insights. Experienced in software engineering, debugging, and feature development for scalable solutions. Passionate about solving business problems using data-driven approaches and building recommendation systems.

Projects

Naralytics Emotional Intelligence App Redesign | *React-Native, Firestore*   **May 2024 – Aug. 2024**
Led the redesign of an emotional intelligence app, resulting in a 35% increase in user engagement and a 20% improvement in load times.

Implemented scalable features for saving, sharing, and liking content, handling over 10,000 active users monthly.

Optimized real-time data management using Firestore to support a growing user base.

Intel Data Center Energy Optimization Analysis | *Python, SQL, Data Visualization*   **Oct. 2024 – Nov. 2024**
Analyzed over 1 TB of energy usage data to identify optimal locations for data centers, reducing operational costs by 15%.

Created detailed visualizations to present findings, improving stakeholder understanding and decision-making.

Babble - 3D Unity Game for Language Learning | *Unity, C#*   **Feb. 2024 – Apr. 2024**
Developed a 3D virtual world for language learning, engaging over 70 beta testers with a 90% positive feedback rate.

Enhanced performance by 25% through code optimization and modular gameplay design.

Designed and tested interactive features, resulting in a 50% increase in user retention during beta testing.

EffortLogger Software Development | *JavaScript, SCRUM*   **Mar. 2023 – Apr. 2023**
Developed task logging software used by over 50 users during testing, improving task tracking efficiency by 30%.

Utilized SCRUM methodologies to deliver a functional product within a 4-week sprint.

Fine Motor Skills Game for Toddlers | *P5.js*   **Jan. 2021 – Mar. 2021**
Created an interactive game improving fine motor skills for over 50 children aged 4-7, receiving positive feedback from 90% of participants.

Designed user-friendly interfaces to boost engagement and enhance learning outcomes.

Experience

Global Career Accelerator: Coding for Data   **Sept. 2024 – Jan. 2025**
Participant   *Remote*
Collaborated with global teams to clean and visualize data, perform data analysis, and deliver insights for business strategy.

Utilized Python, SQL, and version control (Git) for data aggregation, joining, and analysis to provide actionable recommendations.

Gained hands-on experience in team-based problem-solving and software engineering workflows.

Naralytics Emotional Intelligence App Redesign   **May 2024 – Aug. 2024**
React Native Developer   *Tempe, AZ*
Implemented scalable solutions for sharing, saving, and liking media content.

Collaborated with designers and developers to enhance user engagement and manage real-time data using Firebase.

Applied debugging techniques to optimize app performance, ensuring seamless functionality across devices.

BDO India LLP   **June 2023**
Intern, Risk & Advisory Services   *Mumbai, India*
Performed cybersecurity tests using Kali Linux, analyzed URLs for risks, and presented findings to senior management.

Applied structured problem-solving to assess vulnerabilities, enhancing software reliability and security.

Innovador Infotech   **June 2023 – July 2023**
Trainee, Cybersecurity   *Noida, India*
Engaged in Vulnerability Assessment and Penetration Testing (VAPT) for government websites, learning from cybersecurity professionals.

QNu Labs Private Limited   **May 2023 – Aug. 2023**
Project Intern   *Remote*
Worked on cryptography principles and performed cybersecurity tasks under senior mentors.

Technical Skills

Programming: Python, SQL, Java, JavaScript, R (in progress)

Software Development: Debugging, Testing, Feature Development, Agile Methodologies

Game Development: Unity, Firebase Integration, Real-Time Data Management

Data Science: Machine Learning, Recommendation Systems, Data Wrangling, Visualization (Tableau, Matplotlib, Seaborn)

Cybersecurity: Kali Linux, Risk Assessment, VAPT, Cryptography

Cloud & Big Data: AWS (in progress), Databricks (in progress), Snowflake (in progress)

Tools: Git, Jupyter, Firebase, Node.js, Kali Linux

Education

Arizona State University — Jan. 2021 – Dec. 2024
Bachelor of Science in Computer Science — *Tempe, AZ*
Relevant Coursework: Data Wrangling with SQL, Data Analysis with Python, Intro to Machine Learning, Intro to Artificial Intelligence, Social Media Data Mining, Building Leadership Skills

GPA: 3.2 — Dean's List, Spring 2021

Additional Projects

FastKitchen Customer Analysis Project | *SQL, Python, Tableau* — July 2024 – Aug. 2024
Analyzed customer support data to optimize staffing, resulting in a 15% improvement in team efficiency.

Created interactive dashboards using Tableau to visualize patterns in customer orders and complaints.

NBA Statistics Analysis | *SQL, Python* — March 2024 – April 2024
Examined 3-point shooting trends in the NBA over a decade, identifying key shifts in player behavior and forecasting trends.

Developed visualizations and models to present data-driven insights to stakeholders.

Robotics Remote Control Car | *Robotics, Hardware Design* — Aug. 2019 – Aug. 2019
Designed and built a remote-controlled race car for a maze navigation competition at PES University, Bengaluru.

Additional Skills

Languages: BASH, Scheme, Prolog, C/C++, C#

Web Development: HTML5, CSS3, Node.js, RESTful APIs

Mobile Development: React Native (Android Studio)

Database Management: NoSQL (MongoDB, Firebase)

Tools & Technologies: Unity (Visual Scripting), Blender, MS Office, MATLAB, Adobe Photoshop, Adobe Acrobat, CorelDraw x7, Latex, Visual Studio Code, ChatGPT Prompting

Soft Skills: Adaptability, Integrity, Leadership, Communication, Teamwork, Critical Thinking, Problem-solving, Creativity, Attention to detail

Volunteer / Leadership Experience

Gandhi Corner Association Representative — Apr. 2018 – Feb. 2020
La Martiniere Girls' College — *Lucknow, India*
Managed class collections and volunteer work for events such as 'Day of the Girl Child' and 'Spare-and-Share Meal'.

Led volunteer tasks and managed event resources for annual school events such as festivals and concerts.

Computer Club Member — Apr. 2018 – Feb. 2020
La Martiniere Girls' College — *Lucknow, India*
Volunteered during interschool competitions to set up venues and assist participants.

Contributed to and proctored trivia quizzes and designed event invitations and decorations.

Languages

English: Fluent **Hindi:** Native **Japanese:** N5 Level

Awards

Silver Prize in Art Competition at Welhams College, Dehradun Dean's List (Spring 2021) at Arizona State University