

SAHASRANSU ACHARJYA

DATA ANALYST

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Himalaya Hall of Residence (Boy's
Hostel), CUPGS, BPUT, Chhend,
Rourkela

Profile Summary

Versatile Data Analyst, Game Developer and Full-Stack Web Developer with expertise in Python, AI/ML, and system analysis. Experienced in developing interactive games, AI-driven solutions, and structured web applications. Skilled in image/video processing, predictive modeling, and NLP. Passionate about learning new skills and bringing up new projects ideas.

Professional Skill

- Data Analysis
- Game Development
- Web Development
- AI/ML

Programming Languages

- HTML
- JAVA
- PYTHON
- GDScript
- CSS
- JAVASCRIPT
- C

Passive Skill

- Project Management
- Communication Skills
- Leadership

Game Engines

- Godot
- Unity

Languages

- English
- Odia
- Hindi

Education

Senior Secondary

Rotary Public School, Angul (CBSE)

2020-2022

Bachelor of Technology

COMPUTER SCIENCE AND ENGINEERING

Biju Patnaik University of Technology, Rourkela

2022-CONTINUING

Project Works

SOIL-O-MATE

Soil-o-mate is a data-driven web platform that analyzes soil quality across India using AI/ML techniques. It evaluates key soil parameters to provide crop recommendations and support informed decision-making in agriculture.

HANDY-TYPO

Handy-Typo is a fast-paced typing game where words fall from the top, and players must type them before they reach the bottom. It enhances typing speed and accuracy with increasing difficulty and real-time scoring.

Image Based Recognition

Developed an ML-powered image classification system using computer vision and deep learning for object detection and pattern recognition. Applied CNNs and feature extraction techniques to achieve high accuracy across various applications.