Sinchana R

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Objective

Software Engineer with expertise in software development, problem-solving, and scalable application design. Passionate about designing, developing, and optimizing efficient, scalable, and user-friendly applications

Education

JSS Academy Of Technical Education , BE in Computer Science — Dec 2023 – June 2026
- CGPA: 9.23

Viveka PU College ,Kota,PUC(12th) — June 2020 – April 2022
- Percentage: 98.3

Little Star English Medium High School,SSLC(10th) — June 2019– April 2020
- Percentage: 94.7

Experience

InternPe, Java Intern, CA — May 2024 – June 2024
- Gained experience in Java programming fundamentals and object-oriented concepts.
- Built games like tictactoe , Connect4 ,Rock Paper Scissors
- Built simple projects using Java, implementing OOP principles and data structures.

Projects

Product Comparison Website
- Allows users to compare products based on features, prices, reviews, and more
- Category-based filtering system
- Dynamic product selection and removal
- Responsive product grid layout
- Tools Used: React18,Tailwind CSS,TypeScript,Node js

Plant Disease Detection
- Dataset Preparation: Images from the PlantVillage dataset are cleaned, augmented, and split into training and validation sets.
- Model Training: A Convolutional Neural Network (CNN) is trained on these images to learn patterns related to healthy and diseased leaves.
- Prediction Interface: A Streamlit web app lets users upload a leaf image, and the model instantly predicts the plant type and disease name.
- Tools Used: Python,TensorFlow,Keras,Matplotlib,StreamLit,PlantVillage Dataset,Numpy,Pandas,OpenCV

Skills

Technical: HTML, CSS, JavaScript, C, Python, Data Structures and Algorithms, Java, MySQL, Git

Soft Skill: Teamwork, Fast learner, Ability to work under pressure, Adaptability, Problem solving