




SUSHMA P BADIGER

B.E :Computer Science

Present Address:

 :140, Sanjay Nagar
Kuknoor, Koppal-583232
 : 8095608756
 : sushmabadiger9@gmail.com



CAREER OBJECTIVE

To work in an organization which has professional work driven environment, where I want to utilize and apply my knowledge, skills and wisdom to facilitate me to make a meaningful career while fulfilling organizational goals.

BASIC ACADEMIC CREDENTIALS

| Examination | Trade | Year of Passing | College/School | University/ Board | Score |
|-------------|------------------|-----------------|--|---|----------------------|
| B.E | Computer Science | 2020 | Proudhadevararaya Institute of Technology,Hosapete | Visvesvaraya Technological University | First Class 6.12 |
| PUC | P.C.M.B | 2016 | KLE PU College, Kuknoor | Karnataka State Education Board | First Class 72.5 |
| SSLC | | 2014 | Vidyashree Education Trust, Kuknoor | Karnataka Board of Secondary & Higher secondary Education | First Class 63.84 |

MAJOR PROJECT

❖ Project Title: DVS-3i MODEL FOR WOMEN SAFETY

Description: Project aim is to focus on building an effective, fast and reliant system to make the **women of India** feel **safe** and **empowered**. This platform will act as a 24/7 active help and companion for **women** so that they do not ever feel that they are alone in the middle of a crisis situation

INTERNSHIP

❖ Title: PYTHON WITH MACHINE LEARNING

Institute: Mitra's IT Solutions

Description: Learnt about basics of Python & some Libraries

MINI PROJECTS

❖ Project Title: ONLINE SHOPPING SYSTEM

Description: This project aims to showcase ordering *or* purchasing commodities virtually

❖ Project Title: STUDENT ATTENDANCE MANAGEMENT SYSTEM

Description: The main aim of Student attendance system project is to maintain attendance records of student for any organization school or college.




❖ Project Title: HELICOPTER GAME

Description: The idea behind the game is to navigate the helicopter through a cave avoiding obstacles and avoiding hitting the roof of the cave or the floor.

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TECHNICAL KNOWLEDGE

- ❖ **Programming Languages:** C, C++, Python & SQL
- ❖ **Platforms:** VM ware Work Station, Virtual Box, Anaconda3 & VS Code
- ❖ **Operating Systems:** Linux, Windows 10, Kali Linux, Windows 7 & Raspberry-Pi 3B+

AREAS OF EXPERTISE

- ❖ Hands-on python experience
- ❖ Strong hold on Data Visualization and Data mining techniques
- ❖ In depth understanding of Statistical models
- ❖ Machine Learning Algorithms

ACHIEVEMENTS

- ❖ Won second prize in District level CHESS tournament
- ❖ Participated in State level project Exhibition. Our Project got selected by **KARNATAKA STATE COUNCIL FOR SCIENCE AND TECHNOLOGY**
- ❖ Participated In National level Project Exhibition. Our Project got selected by “**AVISHKAR**” held by Visvesvaraya Technological University, Belagavi
- ❖ Participated in “**TECH-PRO**” National level Online Project held by Maharashtra Institute of Technology, Aurangabad (NAAC Accredited with Grade ‘A’)
- ❖ Participated in National level workshop on “**Android Apps Development**” conducted by IIT, Roorkee.
- ❖ Participated in workshop on “**IOT using Arduino**” conducted by Terox RND & Consultancy Services Pvt Ltd
- ❖ Participated in workshop on “**Emerging Technologies in Digital World**” in association with Proud Edutech, Davangere

INTERPERSONAL SKILL

- ❖ Leadership Quality
- ❖ Adaptability
- ❖ Ability to Cope Up With Different Situations
- ❖ Analytical ability

HOBBIES

- ❖ Novels Reading
- ❖ Listening To Music
- ❖ Spend Time In Quora , LinkedIn and Youtube
- ❖ Playing CHESS

PERSONAL DETAILS

- ❖ **Father's Name** : Palakshachar Badiger
- ❖ **Mother's Name** : Sunitha Badiger
- ❖ **Permanent Address** : D/o Palakshachar Badiger, Post: -BENAKAL.
Tq:Yalburga , Dist:-Koppal ,Pin:583232.
- ❖ **Date of Birth** : 28th April 1999
- ❖ **Languages Known** : Kannada, English
- ❖ **Nationality/Religion** : Indian / Hindu

DECLARATION

I do hereby declare that the above information is true to the best of my knowledge.

Place:-HUBLI

Date:

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