<u>SUSHMA P BADIGER</u>

B.E: Computer Science

Present Address:

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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.

TECHNICAL KNOWELEDGE

- **❖ 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 Maharastra Institute of Technology, Aurangabad (NAAC Accredited with Grade 'A')
- ❖ Participated in National level workshop on "Android Apps Development" conducted by I IT, Roorkee.
- ❖ Participated in workshop on "**IOT using Ardiuno**" 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❖ Mother's Name: Palakshachar Badiger: 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: SUSHMA BADIGER