

NANDINI AGRAWAL

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EDUCATION

B.Sc in Computer Science	Ashoka University		2020	3.82/4
CLASS XII	Mayo College Girls' School	ISC	2017	95 %
CLASS X	Mayo College Girls' School	ISCE	2015	94 %

Subjects / Electives	Blockchain and Cryptocurrencies, Linear Algebra, Advance Programming, Operating Systems, Introduction to Programming, Probability and Statistics, Computer Networks, Advanced Machine Learning, Federated Learning, Discrete Mathematics, Computer Organisation and Systems, Programming language design and Implementation, Algorithms Design and Analysis, Computer Security and Privacy, Managing Values of a Venture, Introduction to Machine Learning			
Technical Proficiency	Socket Programming, Blockchain Development, JavaScript, PyTorch, Selenium, Node.js, Keras, Hyperledger Fabric, Unity3D, Dart, REST, Python, Premiere Pro, Microsoft Office, Tensorflow, C Programming, Github, AWS, Flutter			

INTERSHIPS EXPERIENCE

ASHOKA UNIVERSITY | *Software Development Intern* Jun 2020 - Aug 2020

Covidbloc is a system involving an android mobile application and a web portal that aims to help with blockchain powered contact tracing to prevent the spread of COVID-19. It is a decentralised application and has a secure server which helps to store the data in a more secure, transparent and immutable way without revealing the identity of its users.

KINGS COLLEGE LONDON | *Research Intern for the DeCovIndia Project* May 2020 - Aug 2020

I worked on scrapping and analysing different data sources and policies announced by the Indian government to tackle COVID-19

KOC UNIVERSITY | *Research Intern working on Selfish Mining Attacks in Blockchain* Jul 2020 - Present

I worked on simulating BlockSim (a blockchain simulator) over the network and writing selfish mining attacks and other algorithms on this simulation.

METLIFE | *Data Analyst* Jun 2019 - Jul 2019

I worked on regression models like simple and multi variable linear regressions to develop a sales forecast model.

PROJECTS

Conversational Chatbot - Machine Learning Mar 2020 - May 2020

The project dealt with building a conversational chatbot using a seq2seq model with attention. The github repository can be found here: <https://github.com/agrawalnandini/Chatbot>

Hyperfunds - Blockchain Mar 2020 - May 2020

A simple distributed Hyperledger application that can help faculty at Ashoka University reliably spend their research funds with approval from the right administrators. The github repository can be found here: <https://github.com/agrawalnandini/hyperfunds>

Colouring B&W Images to Coloured Images - Machine Learning Oct 2019 - Dec 2019

The project dealt with converting black and white images to coloured images using convolutional neural network and other deep learning models in Python. The GitHub repository can be found here: https://github.com/agrawalnandini/Coloring_Black_and_White_CNN

Library Management System - Web Based application Nov 2018 - Dec 2018

The Library Management System is an online portal to issue books from a library. This project's aim was to adopt a fully functioning independent software to manage a library and automate processes wherever possible. This project was done using Java, Javascript, HTML, CSS and MySQL. The github repository can be found here: <https://github.com/CS207-AP/Library-Management-system>

AWARDS AND ACCOMPLISHMENTS

Silver Medal for Academic Achievement in Computer Science | Ashoka University 2020

I was awarded the Silver Medal for Academic Achievement in Computer Science for securing the second highest GPA in my batch.

Magna Cum Laude Honors | Ashoka University 2020

I was awarded the Magna Cum Laude Honors for securing a GPA of 3.82 in my undergraduate years at Ashoka University.

Deans List | Ashoka University 2019

I have been on the deans list for 5 semesters in my three years of college for excellence in academics.

Winner of Triquetra Squash Championship(Women Individuals) | IIITD and DTU 2019

Secured the first position in an Inter-College Sports Fest in Women's Squash

POSITIONS HELD

Teaching Assistant | Ashoka University Aug 2019 - May 2020

As a teaching assistant for Computer Organisations and Systems and Introduction to Computer Programming, my role would be to help students learn in and outside the class. Create Assignments and Quizzes and grade them. Provide solutions for the assignments and quizzes. Be a point of contact between professor and students and resolve any issues and report about students performance.

Squash Captain and Computer President in School | Mayo College Girls' School Mar 2016 - Mar 2017

I was the captain of the squash school team having represented myself at national level competitions. I also was the head of the CS department.