Ananya Garg

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SUMMARY

Motivated and technically proficient software engineer graduate with a strong academic background in computer science. Driven by a strong desire to utilize software engineering principles to tackle intricate challenges and develop inventive solutions. Eager to employ academic expertise and hands-on skills to make valuable contributions within a dynamic software development team.

EDUCATION

Trinity College Dublin   2021 - 2023
B.A.I Computer Engineering - **Second Class Honors**   Dublin, Ireland
Enrolled in 2+2 international credit transfer program with first two years completed at Thapar Institute, India

Thapar Institute of Engineering and Technology   2019 - 2021
B.A.I Computer Engineering - **CGPA - 8.02/10.00**   Patiala, India

SKILLS

Languages	C/C++, Python, JavaScript, MySQL, HTML, CSS, MATLAB
Frameworks	React, Vue.js
Tools	Git and Version Control, Node.js, Arduino, MS Office, VS Code
Soft Skills	Leadership, Teamwork, Collaboration, Event Management, Communication, Problem Solving

WORK EXPERIENCE

Frontend Web Developement Intern   Jan 2024 - present
Truminds Software Systems

- Developed the company Sales AI Analytics website using React and Redux and built multiple website sections from scratch ensuring improved code reusability and readability by 7%
- Implemented data visualization by crafting over 20 interactive graphical visualizations using the Highcharts library.
- Collaborated with a team to enhance analytics solutions and utilize boilerplate code and official documentation to streamline development processes, reducing setup time and code complexity by roughly 10%.

Software Developer Intern   June 2022 - July 2022
Sidhi International Metalloys Pvt. LTD., Faridabad, Haryana

- Utilised various algorithms for quality control to detect cracks in an aluminum sheet by applying transfer learning using pretrained ResNet-50.
- Conducted intensive training, validation, and testing and also used one-shot learning to find similarities between images using Siamese networks.

PROJECTS

Classification of social laughter in natural conversational speech   September 2022 - May 2023

- Involved in the research and usage of speech processing techniques to classify laughter in natural conversation in various categories like mirthful, non-mirthful and non-laughter under the mentorship of Prof. Carl Vogel.
- Involved the use of **Python** for task automation, **MUTLISIMO** as the data source, **openSMILE** for audio processing and **Weka** for model training and validation.

Weather Application | Github   September 2022 - December 2022

- A client-server architecture based web app made using **Vue.js**.
- Uses the **OpenWeather API** to fetch and parse the weather forecast JSON data of a city and return useful tips.

Peer-To-Peer SOS Emergency Network | Github   December 2021 - April 2022

- Developed an SOS system which sends messages to the nearest hospitals using geographic location from the client's IP or may send to another client in case of non-operating hospital servers
- Utilises a dynamic client list maintained using a decentralised and distributed file sharing system.
- Implemented file encoding and encryption for security and used **Python** for network socket programming.

OTHER EXPERIENCES

Director of Outreach, Hult Prize   September 2020 - June 2021

- Promoted the Hult Prize in collaboration with the United Nations, increasing student participation by 1.5 times.

Core Member, Paryavaran Welfare Society   October 2019 - June 2021

- Organized pollution checkups, a plantation drive, and installed sensor-based taps to promote environmental betterment.