



Annanya Sah

Software Engineer

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EDUCATION

*CGPA: Cumulative Grade Point Average			
Examination	Year of Passing	University/College/Board	Percentage/CGPA/ Score
MSc. in Computer Engineering	2023 Expected	Università degli Studi di Padova, Italy	25/30
B.E. in Computer Engineering	2019	Thakur College of Engineering and Technology(Mumbai University), India	7.61 cgpa
Diploma in Computer Engineering	2016	VidyaVardhani Bhausaheb Vartak Polytechnic (MSBTE), Mumbai, India	83.25%
SSC(Grade 10th)	2012	Muljibhai Mehta International School(CBSE), Mumbai, India	82.00%

EXPERIENCE

Zucus Infotech Pvt Ltd, Mumbai — Product Technical Analyst

JOB | December 2019 - PRESENT

- At Zucus I gained Global exposure to the IT industry and a great understanding of Supply Chain management.
- Responsibilities include Issue analysis, Process automation using RPA, User Acceptance Testing, Requirement gathering, Customer coordination, etc.

Deploynity Infotech, Mumbai — Intern

UNPAID INTERNSHIP | May 2019 - October 2019

- At Deploy Infinity I gained Technical training via workshops on AI and Web Development. Also, understanding of industry standards and trends in technology.

Haptik Infotech Pvt Ltd, Mumbai — Webchat Assistant

JOB | May 2016 - August 2016

- At Haptik I gained my initial cooperative experiences, learned

CERTIFICATIONS

- Web Development - Udemy.com
- Python - Udemy.com
- Volunteering- U&I NGO
- Foundation Program - Infosys
- Robotics - Wisdomware Tech

PROGRAMMING LANGUAGES

- Python
- JavaScript
- HTML
- CSS
- SPARQL
- Java
- C/C++
- SQL
- MYSQL
- JSON

FRAMEWORK/LIBRARIES

- React
- JQuery
- Bootstrap
- Node.js
- Express.js
- MongoDB
- Mongoose

AWARDS

- Teamwork, July 2020 - Zucus
- Teamwork, Nov 2020 - Zucus

independency in terms of finding a solution, improved my typing speed and communication skills.

PROJECTS

Smart Dustbin — Waste management using Image processing

- Developed smart dustbin for waste management
- Architected using Python, CovNet, RaspberryPie
- Allows automatic segregation of wet and dry waste using pure image processing, leading to time and long-term cost benefits

The Simon Game — Online game

- Developed Web-based Simon game
- Architected using HTML, CSS, JavaScript, JQuery
- Allows users to play the Simon game online

ChatBot — Extension to the Web portal

- Developed a chatbot to integrate with web portal
- Architected using Python, ML
- Allows users visiting the website to have an option to initiate real-time chat for query resolution

Smart E-Voting System — Online voting system

- Developed software and hardware integrated cost-efficient e-voting machine
- Architected using Microcontroller AT 89, Smart Card, C programming and Bakelite PCB
- Allows electronic voting with smart card authentication to discard the manual authentication process

TOOLS

Git/GitHub
Neo4j
GraphDB
Figma
WordPress
Atlassian/ Jira
Jenkins
Dynatrace
Visual Studio Code

LANGUAGES

Italian - A2 level
English - C1 level
Hindi - Native