# Balaji P

Aruna Higher Secondary School (TN State Board)

Bachelor of Technology in Artificial Intelligence and Data Science (CGPA: 8.54)

2022 - 2023

Higher Secondary Certificate (HSC), Percentage: 89%

Aruna Higher Secondary School (TN State Board)

2020 - 2021

Secondary School Leaving Certificate (SSLC)

# Experience

## The NSIC Technical Services Centre (NTSC)

Dec 2024

Mobile Application Development Intern

- Designed and developed user-friendly Android mobile applications using Java and Android Studio, focusing on intuitive UI/UX and performance optimization.
- Implemented core functionalities including activity lifecycle management, API integration (RESTful services), and local data storage using SQLite and SharedPreferences.
- Collaborated in Agile environments to troubleshoot issues, perform testing, and deploy application builds, ensuring timely delivery and high code quality.

# Projects

## Crime Prevention Using AI | Python, Linear Regression

Jan 2024

- Developed an AI-based crime prediction system using Python to analyze historical crime data and identify high-risk zones for preventive action.
- Implemented linear regression algorithms to predict crime occurrence trends based on location, time, and type of crime, achieving improved forecasting accuracy.

# AI-Driven Sales and Customer Behavior Dashboard | RFM analysis, K-Means

July 2025

- Built an AI-powered dashboard to analyze sales data and customer behavior trends, enabling data-driven decision-making for business growth.
- Applied machine learning techniques such as clustering and regression to segment customers, forecast sales, and uncover buying patterns.

#### Clock, Calendar, XO Game | Java, Android Studio

Dec 2024

- Developed a Clock App using Java and Android Studio with features like alarm, timer, and stopwatch, ensuring accurate time tracking and user-friendly interface.
- Built a Calendar App that allows users to schedule events using DatePicker and TimePicker, with local storage using SQLite for offline access.
- Created an interactive XO (Tic-Tac-Toe) Game App implementing game logic, win/draw detection, and smooth UI for two-player gameplay on Android.

# **Technical Skills**

Languages: Python, Java, C, C++, HTML/CSS, MySQL, NoSQL Developer Tools: VS Code, Eclipse, IntelliJ Idea, Android Studio Technologies/Frameworks: Git, GitHub, WordPress, SpringBoot

Relevant CourseWork: DSA, DBMS, OS, Artificial Intelligence, System Design

#### Achievement

#### LeetCode/HackerRank

2024 - Present

- Secured 5-Star in Java and 3-Star in Python on HackerRank, showcasing strong problem-solving and programming skills.
- Solved 200+ problems on LeetCode, demonstrating consistency in data structures and algorithms.
- Earned 50 Days and 100 Days Streak Badges on LeetCode, reflecting daily dedication to coding practice and improvement.
- Completed NPTEL Online Certification in "The Joy Of Computing Using Python" IIT Madras(Jan-Apr 2024)