

Sirimaanvi Bonthu

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EDUCATION

University of Illinois Urbana Champaign

Bachelor of Science in Computer Science, Minor in Statistics

May 2023 – May 2027

GPA - 3.97

Related Coursework(by Summer 2024)

- Intro to CS I, II
- Discrete Math
- Statistics and Probability
- Linear Algebra
- Gamification

SKILLS

Programming Languages: Java, Python, C/C++, JavaScript, HTML/CSS, R, Kotlin, LaTeX

Frameworks: React, Node.js **Spoken Languages:** English, Telugu, Hindi, French

EXPERIENCE

Illinois Business Consulting

January 2024 – Present

Consultant

Urbana, IL

- Developed strategy for AI integration for a Fortune 500 Finance company, enhancing operational efficiency
- Collaborated with a team of 10 consultants, conducting research on AI applications in the Finance industry
- Interviewed industry experts to identify pain points, challenges, opportunities and future outlooks for AI usage

Zero2One

August 2023 – Present

Social Director

Urbana, IL

- Organized weekly networking and engaging social events, overseeing all logistics for the cohort
- Facilitated startup development through guidelines, ideation sessions, and resource connections
- Coordinated with entrepreneurship experts to arrange speaker sessions for the cohort

Clarion Wellness

May 2024 – Present

Consultant

Urbana, IL

- Developed promotional materials and campaign content to enhance brand awareness and engagement
- Coordinated with cross-functional teams to ensure cohesive and effective marketing efforts
- Monitored and analyzed the performance of the launch campaigns, providing insights for continuous improvement

SSC Tutoring at UIUC

January 2024 – Present

Math Tutor

Urbana, IL

- Tutored students in Calculus III, simplifying complex concepts and problem-solving techniques
- Worked with students to help them develop a study plan and create cheat sheets

Wipro Earthian Water Sustainability Project

December 2020 - January 2021

Team Leader

India

- Led a team of 5 in a water sustainability project, conducting interviews, audits, and case studies.
- Developed an acclaimed smart rainwater harvesting system and organized several campaigns for awareness.

PROJECTS

FriendLink | *Java, Python, HTML, CSS, JavaScript*

May 2024 – Present

- Developing an app to facilitate friendships through an interactive map feature
- Utilizing React Native Maps for location-based friend discovery and HTML/CSS for user interface design

CrownTrade | *React.js, HTML, CSS, Python*

Aug 2023 – Dec 2023

- Contributed to a team of 4 in developing a stock forecasting website
- Implemented front-end design using React.js, HTML, and CSS, while employing Python for data scraping and stock predictions in the back-end

Snake Game | *Pytorch, C and Javascript*

Dec 2023 – Jan 2024

- Recreated the classic snake game and implemented Reinforcement learning to train the AI model

ClubLens | *Python, HTML/CSS and Javascript*

Nov 2023 – Nov 2023

- Utilized Data Visualization and implemented an AI model to develop an algorithm to filter clubs efficiently

Deloitte Consulting Project | *Market Research, Data Analysis, Data Prediction*

March 2024 – March 2024

- Created a 5 year timeline for a homely cafe focusing on the aspects of marketing, Investment, Infrastructure, Technology and Data Collection