Shreya Shakya

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EDUCATION

Master of Data science and Analytics
Grand Valley State University

08/2018 - 12/2020   *GPA: 3.97*

Bachelors in Computer Engineering
Nitte Meenakshi Institute Of Technology

07/2013 - 07/2017   *GPA: 3.63*

WORK EXPERIENCE

Data Scientist
Visible Funds

08/2020 - Present

Achievements/Tasks

- Built an infrastructure required for optimal extraction, transformation, and loading of data from a wide variety of data sources.
- Analyzed nonprofit organization data, assisted in developing a salary prediction model for the executive search project.

Data Science Intern
Holland Regional

01/2020 - 07/2020

Achievements/Tasks

- Assisted in model development, evaluation, and deployment to support operational decision making.
- Developed a forecasting algorithm to increase and optimize revenue generation, ad targeting, and other business outcomes.
- Created data analytics and reporting dashboards to drive business insight using Tableau.
- Analyzed data from company databases for improvement of product development, marketing techniques, and business strategies.

Graduate Research Assistant
Grand Valley state university

08/2019 - 04/2020

Achievements/Tasks

- Social Network Analysis: Built a network of users and followers by scrapping information from Twitter to find how twitter users are influenced on the local level and analyzed the tweets to support the findings to help companies find potential customers for advertisement and marketing.

Software Developer
-Awecode Solution Pvt. Ltd

10/2017 - 07/2018

Achievements/Tasks

- Built a facial recognition system to maintain security in the banking sector using a convolution neural network. The system detected the user's face and if recognized as an authorized person granted access to any protected bank areas.
- Developed a system to schedule web scraping at prescribed times.

SKILLS

Python : Pandas, Numpy, Scikit–learn, NLTK, Gensim, Keras, Tensorflow, OpenCV, NetworkX, Flask, Beautiful soup

R : Dplyr, Tidyverse, Shiny, ggplot2   SQL   Git   SAS

Machine Learning: GLM, Logistic Regression, Decision Tree, SVM Naive Bayes kNN, Clustering, Random Forest, Natural language processing, Dimensional Reduction and Gradient Boosting algorithms

Tableau   Deep Learning: ANN, CNN, RNN, LSTM   Big Data

Linux   MS Office   HTML5   MongoDB

PROJECT

Chicago Crime Analysis

- Explored and visualized crime trends in terms of location and time which could be used to suppress crimes by taking significant action in advance. Built a predictive model to determine whether the crime would result in arrest or not.

Machine Learning Platform for Predictive Analytics

- Built machine learning platform with a graphical user interface that enabled any users to perform predictive tasks without getting into the actual implementation of various machine learning algorithms. The users simply input data, chose any algorithm to train the model, tuned hyperparameters and system provided prediction to the user.

Q-Learning for Intelligent Game playing

- The basic idea of this project is to write an autonomous and adaptive agent capable of learning how to play a more intelligent game of Tic-Tac-Toe. The improvement in the agent's performance occurred via the mechanism of Reinforcement Learning.

Steam Store Analysis

- Developed an R shiny application to determine what makes a popular and successful game. Findings showed that the best game appeared to be a single-player indie racing game with space/time travel and friendship thematic elements.

RELEVANT COURSEWORK

Statistical Programming

Statistical Modeling and Regression

Applied Statistics for Health Professions

Machine Learning

Data Visualization

Data Mining

Big Data