

Anusha Chandraker

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Professional Summary

Computer Science undergraduate at Vellore Institute of Technology (Bhopal) with hands-on experience in Python(Pandas, NumPy, Streamlit, NLP techniques), SQL/MySQL, and building interactive dashboards using Streamlit. Skilled in UI/UX design, including wireframing and prototyping with Figma. Demonstrated leadership through managing a 90-member team and delivering multiple high-impact events with 400+ attendees. Seeking internship opportunities in Data and AI roles to apply analytical thinking and user-centered design.

Education

Vellore Institute of Technology, Bhopal 7.57/10	Computer Science Engineering	2022 - 2026
Delhi Public School, BALCO 89.2%	CBSE(XIIth)	2022
New Era Progressive School, Korba 86.4%	CBSE(Xth)	2020

Skills

Technical: Python(Pandas, NumPy, Streamlit, NLP techniques), SQL/MySQL, Data Analysis, DBMS, Statistical Analysis, Probability

Non Technical: UI/UX Design, Wireframing, Prototyping

Tools: Figma, Framer, Microsoft Suite

Projects

Customer Feedback & Sentiment Analysis System

[github link](#)

- Designed and implemented end-to-end data pipeline for collecting, cleaning, and transforming customer feedback data using Python and MySQL
- Built NLP-based sentiment classification workflow (positive, negative, neutral) demonstrating understanding of machine learning concepts
- Performed data validation, transformation, and quality checks using Pandas and SQL to ensure data integrity
- Developed interactive Streamlit dashboard for data visualization showing sentiment trends, product insights, and key metrics for analytical decision-making

Face Detection Attendance System

[github link](#)

- Built automated data ingestion pipeline for attendance records using facial recognition technology
- Designed normalized relational database schema ensuring efficient data storage, retrieval, and query performance
- Implemented data transformation logic to process raw image data and generate structured attendance datasets
- Collaborated with team members in iterative development, incorporating feedback and maintaining code quality

AGRIICO – Agriculture Assistance Web Platform

- Designed user-friendly interface and wireframes for agriculture assistance platform providing crop recommendations and plant disease detection
- Conducted requirement analysis and user flow mapping to understand end-user needs
- Created prototypes focused on simplifying complex agricultural information for non-technical users
- Applied design thinking and usability improvements through iterative development process

Certifications

Google UX Design by Coursera, Cyber Security Analyst by IBM

Positions of Responsibility

FINE ARTS CLUB - Student Coordinator

July 2024 - June 2025

- Led a team of 90 members to organize 6+ events with 400+ attendees, ensuring smooth execution.
- Skills: Leadership, Event Coordination, Stakeholder Management, Team Collaboration, Communication, Reporting

Event Management Co-Lead

April 2023 - July 2024

- Coordinated logistics and execution for 10+ large-scale events
- Improved participation through structured planning and teamwork