

# Naralachetty Navitha

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## EDUCATION

**Master of Science in Computer Science** | University of Wisconsin Milwaukee | Milwaukee, WI | **09/2022 to 05/2024**

**Coursework:** Design Analysis and Algorithms, Data Science Statistics, Machine Learning, Natural Language Processing, Big Data.

**Bachelor of Technology in Computer Science** | Teegala Krishna Reddy Engineering College | Hyderabad, India | **09/2018 to 08/2022**

## SKILLS

**Programming Languages:** Java, C, C#, Python, R, HTML, CSS, JavaScript, Nodejs.

**Tools:** Jenkins, Git, Jira, Docker, JMP, Excel, Power BI.

**Database/Tools:** MySQL, Firebase Realtime Database, Google Cloud, AWS, Unity 3D.

**Operating Systems:** Windows, Linux, and Mac.

## PEXPERIENCE

**Web Developer (Backend) Intern** | Milwaukee Tools | **06/2023 to 08/2023**

- Engineered and deployed robust CI/CD pipelines integrating Bitbucket and Sonar Cloud for multiple language stacks; optimized code quality and deployment efficiency resulting in a 30% reduction in post-release issues.
- Automated the containerization process for 10+ applications, reducing setup times by 30% and enhancing deployment agility.
- Mastered Agile methodologies and implemented Jenkins, Bitbucket, Git, and azure integration for static analysis, resulting in a 40% decrease in software deployment time and a 25% increase in code quality.
- Optimized application performance by fixing front-end bugs, improving user experience metrics by 15%.

**Web Development Instructor** | Girls Who Code | **University of Wisconsin Milwaukee** | **09/2022 to 05/2024**

- Instructed 30+ undergraduate students in web technologies, increasing their proficiency scores by an average of 40%.
- Facilitated workshops focusing on Web Application Architecture, enhancing students' practical skills and knowledge.
- Developed curriculum focusing on Web Applications, teaching student's fundamentals of programming languages, database management and server-side development.

**Union Cinema Operations Manager** | **University of Wisconsin Milwaukee** | **03/2023 to 05/2024**

- Managed film trafficking for 200+ screenings, ensuring 100% on-time delivery of DCP keys.
- Streamlined financial administration, identifying and resolving 5+ accounting irregularities per month.

## ACADEMIC PROJECTS

**Natural Language Inference Using BERT**

- Worked on the Natural Language Inference by using BERT and LSTM models to analyze sentence similarities, utilizing the SNLI corpus for training. Estimated the semantic similarities between premise and hypothesis sentences, categorizing them into entailment, contradiction, or neutral labels.
- Created an NLI model with BERT that achieved a 5% higher prediction accuracy over LSTM models in semantic analysis tests.

**Chatbot Development**

- Working chatbot with Python that serviced 500+ simulated user interactions with a 90% accuracy rate in user intent recognition. Utilized the NLTK library and regular expressions for user-initiated text-based conversations, alongside Voice XML and an IVR platform for system-initiated voice interactions.

**VR Space Shooter Game Development Project – Oculus Integration**

- Crafted an engaging VR space shooter game using Unity 3D and C#, delivering 20+ levels of gameplay, each with unique challenges and interactive elements.
- Architected the game's user interface and core interaction system, incorporating a novel Ray casting technique that improved object interaction fidelity by 35%.
- Enhanced player immersion by integrating VR technology with advanced 3D graphics, resulting in a 30% increase in test player engagement and a seamless integration of spatial audio for a more intuitive and responsive gaming experience.

## PERSONAL PROJECTS

**Human Activity Recognition (HAR) system**

- Engineered a Human Activity Recognition (HAR) system utilizing LSTM networks, achieving classification of 5 distinct activities with a precision of 96%, based on a dataset comprising over 10,000 motion events.

**Portfolio Website**

- Developed a personal portfolio website using Python and Django framework. Implemented responsive design with Bootstrap, allowing seamless navigation and user interaction. Integrated features for easy local setup and contribution through Git and GitHub.

**Sentiment Analysis using Pytorch**

- I utilized Jupyter Notebook and PyTorch to implement sentiment analysis, focusing on preprocessing text data and training deep learning models for movie review classification.
- Employed techniques such as data cleaning, tokenization, and padding to prepare text data for model training, ensuring robust performance in sentiment classification tasks. Designed and trained LSTM or RNN architectures, achieving 95% accuracy on sentiment labels for movie reviews.

## PUBLICATIONS

Research Paper on "Hybrid Cryptography Approach for providing Advanced Security on the cloud" on the International Journal for Modern Trends in Science and Technology, 8(07): 11/2022.

## PARTICIPATIONS

- Event Management Lead – Google Developer Student Club (GDSC) at the University of Wisconsin Milwaukee.
- Lead a project for Smart India Hackathon (2020) – facilitated by Govt. Of India.