

Navya Jammalamadaka

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EDUCATION

- New York University** New York, USA
• *Masters in Computer Engineering; GPA: 3.81/4* Sep 2021 - May 2023
Courses: Big Data, Data Visualization, Machine Learning, Deep Learning, Principles of Database Systems, ML for Cybersecurity, Internet architecture and protocols, Computer systems architecture
- K L University** Vijayawada, India
• *Bachelor of Technology - Electronics and Communications; GPA: 9.48/10* Jul 2016 - May 2020
Courses: C programming, Data structures, Computer Networks, Object-Oriented Programming, Artificial Neural Networks, HMI

SKILLS SUMMARY

- Languages:** Python, Java, C, C++, R, JavaScript, SQL, HTML, CSS, PHP
- Frameworks:** Hadoop, Spark, Dask, Scikit, PyTorch, TensorFlow, Keras, Django, Flask, Tableau, Power BI, ETL
- Tools:** Kubernetes, GIT, PostgreSQL, MySQL, MongoDB
- Platforms:** Web, Windows, AWS, MATLAB, IBM Cloud, Docker

EXPERIENCE

- New York University, New York, NY, USA**
• *Teaching Assistant, Principles of Database Management* May 2022 - Sept 2022
 - Subject-related responsibilities:** Consulting with Professor on lecture content, facilitating class discussions on relational and logical models, solving complex SQL problems
 - Interaction with students:** Managing office hours for Professor, addressing students questions while delivering constructive performance-based feedback and grading weekly tasks for a class of 100 students
- Quantium, Hyderabad, TS, India**
• *Data Analytics Intern* Sep 2020 - Oct 2020
 - Data preparation and customer analytics:** Conducted analysis on client's transaction dataset and identified customer purchasing behaviors to generate insights and provide commercial recommendations
 - Experimentation and uplift testing:** Extended the analysis from Data preparation to identify benchmark stores that allow to test the impact of the trial store layouts on customer sales
 - Analytics and Data Science:** Built dashboards to provide insights from raw data and prepared a report for the client
- Scarlett Moose Entertainment, Vijayawada, AP, India**
• *Software Engineer - Programming Intern* Mar 2019 - July 2019
 - Game Art Programming and Artificial Intelligence Research:** Performed C++, Java coding to create graphics, sound, AI for characters in the video games. Spearheaded a team of 15 to conduct and integrate research on making computer-controlled characters more realistic in terms of expression, reaction and communication
- ECIL, Hyderabad, TS, India**
• *Software Engineer Trainee* May 2018 - June 2018
 - Front-end development:** Developed a telecommunication-based web application using HTML, CSS, JavaScript and optimized the performance of CSS by 15%. Reduced external HTTP request s and employed JDBC API for database connectivity and driver connections

PROJECTS

- Health Insurance Analysis and Prediction (Big Data, PySpark, Pysparkml):** Fall 2022
 - Used the Health Insurance Marketplace files to analyse medical insurance data and help people make informed decisions to choose an optimal insurance plan.
 - Displayed the issuer groups with the most diverse portfolio by seeing how the rate data is distributed across insurance issuers.
 - Built a linear regression recommendation system with features Age and Tobacco Rate. This model produced an **accuracy of 94%**.
- Online Car Rental System System (HTML, CSS, JavaScript, MySQL, PHP):** Spring 2022
 - Created a relational database management system for a car rental company.
 - Built a website using HTML, CSS, and connected it to MySQL database using PHP via SQL injection.
- Emoji creation with Deep Learning (Facial Recognition, OpenCV, Keras, Tkinter):** Fall 2021
 - Worked on 28709 images belonging to 7 classes to build a CNN architecture and trained model on FER2013 face image dataset to analyze and recognize emotions from images.
 - Classified expressions and mapped them to corresponding emoji avatars using OpenCV and Haarcascade.
 - Mapped each facial emotion with its corresponding emojis or avatars and built a GUI using Tkinter library.

PUBLICATIONS

- Book: Big Five Personality Prediction from Social Media data using Machine Learning Techniques.:**
Evaluated model using SVM, Random Forest, Logistic Regression, and Naive Bayes Theorems by drawing insights from tweets. SVM model worked best for big five personality prediction of Twitter users with an accuracy of 94%. Tech: Python, Web Development, SVM, Random Forest, Decision Trees (IJEAT, April '20).

CERTIFICATIONS

- Accelerated Computer Science fundamentals specialization, UIC
- Data Structures and Algorithms, UC San Diego
- Machine Learning, Stanford University
- Google Data Analytics
- Google Project Management
- Fundamentals of Visualization with Tableau