SAHANA NARASIPURA VASUDEVARAO

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EDUCATION

Syracuse University | Syracuse, NY

May 2025

Master of Science in Computer Science (GPA: 3.8/4.0)

Visveswaraya Technological University | Bangalore Institute of Technology | Bangalore, India

Jul 2022

B.E. Computer Science and Engineering (GPA: 3.7/4.0)

SKILLS/CERTIFICATIONS

Languages: Java, C++, C#, SQL, Python, JavaScript, HTML, Angular, Next.js, React **Frameworks**: PyTorch, TensorFlow, Pandas, NumPy, Scikit-Learn, SpringBoot, NLTK, Linux

Cloud and Database: AWS EC2, S3, MySQL, Microsoft SQL Server, PostgreSQL

Tools: Eclipse IDE, Visual Studio Code, Postman, PlayFab, RESTful API, MatLab, Git, Cypress, JIRA

Certifications: Microsoft Certification in Python Programming

WORK EXPERIENCE

Syracuse University | Case Co-op (in Partnership with Toyz Electronics) Software Engineer Intern, Syracuse, NY

May 2024 - Present

- Refactored 10+ PlayFab RESTful APIs to reduce data retrieval time by 45%, resulting in smoother course registration and updating of 8500+ users
- Designed and deployed Oli-Torus (course platform) using **React**, **Next.js**, **SpringBoot**, and **AWS EC2/S3**, linking it to Toyz-application and enabling scalable and secure student-tutor interactions
- Developed scalable Azure automation scripts in C# to streamline backend data updates, reducing manual input by 60% and optimizing task execution time from several hours to under 15 minutes
- Built interactive dashboards with TypeScript, MaterialUI, and React, enabling real-time data visualization and reducing UI latency by 30%
- Implemented Cypress and React Testing Library for integration testing, ensuring consistent quality across 20+ frontend and API features
- Contributed to the implementation of Agile methodology using JIRA for sprint management, utilizing Git with CI/CD pipelines for version control, resolving merge conflicts, and cherry-picking commits

iConsult Collaborative at Syracuse University

Web Developer, Syracuse, NY

Nov 2023 - March 2024

- Developed 10+ responsive UI components using React and SCSS, improving mobile usability and enhancing cross-platform performance
- Reviewed PRs and optimized frontend logic for 4 junior developers, leading to faster QA approvals and smoother feature rollouts
- Collaborated with cross-functional teams and clients to design modular UI layouts, improving team efficiency in feature delivery by 17%
- Integrated RESTful APIs and microservices to enhance dynamic data fetching, improving page load speeds and reducing bounce rates on key screens

Bosch Global Software Technologies

Associate Software Engineer, Bangalore, India

Jul 2022 - Jul 2023

- Delivered 15+ high-impact features using Angular, SpringBoot, and PostgreSQL, increasing app adoption across enterprise clients
- Collaborated with QA and backend teams during Agile sprints to identify architecture gaps, leading to 2x faster deployment cycles
- Engineered responsive web flows with HTML, SCSS, and TypeScript, improving session duration by 35% on key web apps

PROJECTS

Named Entity Recognition System [Python]

Spring 2025

Developed advanced model using bi-directional LSTM using Tenserflow, Numpy, NLTK, SpaCy and PyTorch
libraries, accurately recognizing named entities in texts based on context and meanings, achieved an accuracy of
96.89% with this approach

Automatic Hate Speech Detection System [Python]

Fall 2024

Implemented a python flask web application with an underlying ensemble model with ML classifiers: Random forest
and Support Vector classifiers and TFIDF vectorization on bilingual dataset and achieved accuracy of 90.1% with
the proposed method

Online Course Registration System [React, HTML5, CSS3, Javascript, MySQL]

Spring 2024

- Created various designs and blue prints verifying requirements to be executed in the end system.
- Built a web platform with HTML, React, CSS, Javascript and MySQL enabling tutors to create and oversee courses, while also facilitating student enrollment and management