

## EDUCATION

### International Institute for Population Sciences, Mumbai

MSc in Survey Research & Data Analytics (Expected 2026)

### Dr. Bhimrao Ambedkar University, Agra

Bachelor of Science in Physics (2021 – 2024)

CGPA: 8.0/10.0

### Jawahar Navodaya Vidyalaya, Agra

Senior Secondary (XII), CBSE (2019 – 2020)

Aggregate: 85%

Secondary (X), CBSE (2017 – 2018)

Aggregate: 89

## EXPERIENCE

### Samarpan Foundation Trust

Field Investigator (Oct 2020-Mar 2021)

Details: Conducted extensive field research, gathering direct data from subjects, which provided essential insights for further comprehensive social research analysis.

## RESEARCH PAPER

IASP Conference - Poster Presentation

Title: *Advanced Statistical Methods for Meta-Analysis: Depression Among Breast Cancer Patients in South Asia*

Event: Indian Association for the Study of Population (IASP) Conference, JNU

Presented research findings applying survey data analysis methods to assess the prevalence of depression among breast cancer patients in South Asia.

## PROJECTS

### 1. Caught Between Cultures: How Young Adults in Mumbai Navigate

*Through Traditional Family Expectations and Modern Lifestyles:*

- Designed and executed in-depth interviews and qualitative data collection to explore young adults' struggles between traditional family values and modern lifestyles in Mumbai.
- Utilized thematic analysis and ATLASTI software for qualitative coding and interpretation.

### 2. Visualizing Key Insights: Comparative Analysis of NFHS-4 and NFHS-5:

- Conducted a comprehensive secondary data analysis of NFHS-4 and NFHS-5 using Power BI and R to highlight trends in key health indicators across India.
- Developed interactive dashboards to present comparative insights for classwork.

### 3. Gaming Dynamics Unleashed: Navigating Trends and Triumphs in the Virtual World:

- Used a Dataset from Kaggle to assess gaming behaviors and preferences among Indian youth.
- Conducted statistical analysis using R and visualized using POWER BI, identifying key factors influencing gaming engagement.

## SKILLS

*Survey methodology:* questionnaire design, sampling techniques, and data collection methods

*Data Analysis:* Advanced proficiency in Python, R, and STATA

*Survey software and data visualization tools:* CSPRO, Tableau, and Power BI

*Database Management:* Skilled in SQL for handling large survey datasets

*Qualitative Research:* In-depth interview techniques, ATLAS.ti, and NVivo for coding and analysis

*Office Software:* MS Office Suite (Word, Excel, PowerPoint)

Research Design and Methodology

Statistical Modeling and Data Visualization

Project Management and Team Collaboration

Effective Communication and Presentation