

Shubhanshu Shrivastava

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SUMMARY

Data Science-focused Software Developer skilled in Python, machine learning, and signal processing to solve real-world problems. Authored 4 research papers, including:

- Detecting Audio Transcoding from Lossy to Lossless Formats Using Spectral Analysis (*recommended for publication*).
- Identification of Factors that Influence Anime Success through Data Analysis.

Skilled in **AI/ML workflows**, **data visualization**, with hands-on experience in IT automation and scalable system design. Currently pursuing an M.Tech in Data Science (2026), with coursework in computational mathematics, advanced analytics, and machine learning.

EDUCATION

Master of Technology (Data Science)

Amrita Vishwa Vidyapeetham • Bangalore, Karnataka, India • 2026

Bachelor of Technology in Computer Science and Engineering

Minor in Artificial Intelligence and Machine Learning • Jaypee University of Engineering and Technology • Guna, Madhya Pradesh • 2023 • 7

HSC

Saint Josephs Convent Senior Secondary School • Sagar, Madhya Pradesh • 2019

SSC

Saint Josephs Convent Senior Secondary School • Sagar, Madhya Pradesh • 2017 • 8.6

PROJECTS

Detecting Audio Transcoding from Lossy to Lossless Formats Using Spectral Analysis

Amrita Vishwa Vidyapeetham • August 2024 - December 2024

- Engineered a Python-based framework to detect lossy-to-lossless audio transcoding artefacts using **spectral analysis** (STFT) and **Principal Component Analysis** (PCA).
- Curated and preprocessed a dataset of 300+ high-fidelity audio files, simulating real-world transcoding scenarios across 7 codecs (AAC, MP3, Ogg Vorbis, OPUS) and bitrates (128–320 Kbps).
- **Tools:** Python (Librosa, scikit-learn, NumPy), Jupyter Notebook, Signal Processing (STFT, PCA), LaTeX(Overleaf).

Identification of Factors that Influence Anime Success through Data Analysis

Amrita Vishwa Vidyapeetham • August 2024 - December 2024

- Led a collaborative effort to identify key drivers of anime success (e.g., genres, studios, user engagement) using a dataset of 14,953 entries.
- **Performed data preprocessing:** cleaned missing values, converted mixed-format durations to minutes, and engineered features like genre combinations for deeper analysis.
- **Key findings:** Identified genre combinations (e.g., *Mystery-Psychological-Thriller*) linked to high user drop rates and genres like *Comedy/Action* with strong audience retention.
- **Tools:** Python (pandas, NumPy, scikit-learn), Jupyter Notebook, Tableau (for dashboards).

Seeker

Jaypee University of Engineering and Technology • github.com/Vasu-Shrivastava/Seeker • January 2023 - July 2024

- Fourth Team Project while earning doing my B.Tech.
- Used RSS feed from Popular news Websites to collect articles.
- Then Davinci by OpenAI used to summarize the Article and then stored in MySQL DB.

Flight Simulator

Jaypee University of Engineering and Technology • July 2022 - December 2022

- **Leadership Role:** Successfully led a team for the first time, managing project tasks and team coordination.
- **Flight Simulator Development:** Designed and developed a fully functional flight simulator using Unity.
- **Game Design:** Gained foundational experience in game design principles, contributing to the overall project architecture.
- **Technical Implementation:** Utilized C# for coding, implementing core features, and ensuring smooth gameplay mechanics.

Online Examination System

Jaypee University of Engineering and Technology • January 2022 - June 2022

- Second Team Project undertaken by me in pursuit of my B.Tech.
- Used HTML, SCSS, PHP, Bootstrap, JQuery and MySQL.
- Fully Functional Online Web app based Examination System with Text-to-speech capability for increased convenience for differently abled.

SKILLS

Programming Languages (Python, C++, C)

Data Science (AI/ML)

Machine Learning (TensorFlow/PyTorch)

Technical Writing

Data Visualization (Tableau, Matplotlib)

Soft Skills: Communication, Teamwork and Collaboration, Critical Thinking