

# **Portfolio Website**

(Template for data collection)

## **Personal Information:-**

**Full Name:**

**Siri Vadlamudi**

**About Yourself (Short Bio):**

**(Write 3–5 lines about who you are, what you’re studying, and your goals.)**

**I am a highly motivated student and innovator dedicated to solving global challenges at the intersection of Technology, Management, and Environmental Sustainability. As the founder of the Youth Gamification Club and a competitive math/policy student, I focus on applying AI and gamification to create scalable solutions with real-world social impact. My goal is to combine engineering rigor with ethical leadership to build a more sustainable future.**

**School / University:**

**Global Indian International School**

**Interest Field / Career Goal:**

**(e.g., Web Development, Data Science, AI, Design, etc.)**

**Management & Technology (M&T), AI/Machine Learning for Social Impact, Sustainable Systems Engineering, Environmental Policy.**

**Profile Image (Upload ):**



### **Contact Information:-**

**Email ID:**

**sirimeghanavadlamudi13@gmail.com**

**Phone Number:**

**+91 86397 65689**

**Other Contact Info (if any):**

.....

### **Social Media Links:-**

**LinkedIn:**

<https://www.linkedin.com/in/siri-vadlamudi-583378316/?originalSubdomain=in>

**Instagram:**

[https://www.instagram.com/youth\\_gamification\\_club/](https://www.instagram.com/youth_gamification_club/)

**Other Links (GitHub / Portfolio / Behance, etc.):**

<https://www.youthgamificationclub.com/>

<https://vanaprasthacare.org/>

<https://sirimeghanavadlamu.wixsite.com/legendsbeyondborders>

<https://github.com/SiriMegVad/Finalytics>

## **Skills:-**

**(List your key Skills)**

### **Hard Skills**

Programming Languages: Python, Java, HTML/CSS/JavaScript (for web/game dev) Data & Analysis: Regression Analysis, Statistical Modeling, Data Collection & Interviewing, Microsoft Excel Software/Tools: AI/Machine Learning (Applied), Game Development Engines, SQL/Database Management, UI/UX Design (Figma, etc.) Policy & Research: Literature Review, Policy Drafting, Policy Analysis (especially Environmental)

### **Soft Skills**

Leadership & Management: Team Building (Grew club 30  $\rightarrow$  100), Cross-Cultural Collaboration (TSL Debate, YGC), Project Management, Public Speaking/Anchoring Communication: Technical Writing, Policy Advocacy, Mentorship, Negotiation (e.g., School implementation of Bus App) Empathy & Social Focus: Crisis Management (Family Responsibility), Community Outreach, Ethical Tech Development

## **Education & Qualifications:-**

### **Qualification(s):**

**(e.g., BCA, B.Tech, 12th Grade, etc.)**

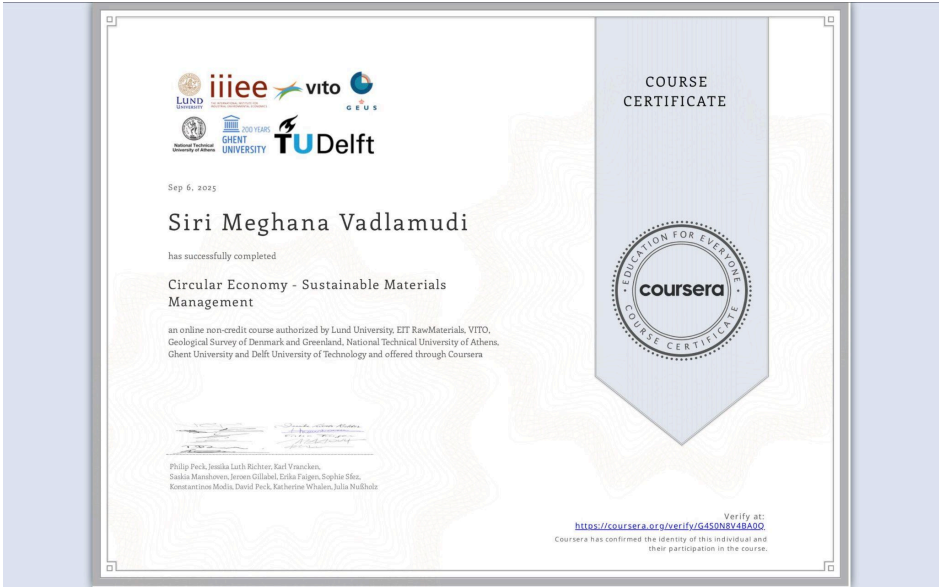
A-Levels (CAIE): Predicted A\* (Achieved 5 As at AS Level) SAT: 1580 (Math: 790, English: 790)

AP Scores: Microeconomics (5), Computer Science A (4) IELTS: 8.5

## **Achievements & Certificates:-**

**Certificates (Image with link if possible):**

<https://coursera.org/share/11b0e19466a02a47632787fa72ab1003>



**Achievements / Awards / Recognitions:**

International: 1st Place - International Economics Essay Competition (BTDT) Best Debater & Overall Best Team - Trust for Sustainable Living (TSL) International Debate 6th Place - COP27 Climate & Innovation Challenge (for Youth Gamification Club idea) National: 1st Place - Trinidad & Tobago National Mathematics Olympiad 1st Place - Girls Can Code National App Competition (Team Leader) 1st Place - University of Waterloo Pascal Math Competition Scholarship: Awarded 100% Merit Scholarship to UPenn Management & Technology Summer Institute (M&TSI)

<https://timesofindia.indiatimes.com/city/hyderabad/telanganas-teen-teaches-green-with-a-twist-of-fun/articleshow/123815073.cms>

<https://www.globalindian.com/youth/story/cover-story/trinidad-to-hyderabad-siri-vadlamudi-is-gamifying-climate-education/>

**Extra-Curricular Activities:****(Sports, Clubs, Competitions, Volunteering, etc.)**

Founder & President: Youth Gamification Club (International, 40+ members, 2000+ students impacted) Research Co-Author: E-Waste & Circular Economy (Accepted to IJSRM & presented at 3 conferences) Head Girl (Arca GISS) and Red Cross Club President (Grew membership from 30 to 100) Research Intern: Cybersecurity Policy (USF, Interviewed 10 victims, co-authored policy paper)

**Other Relevant Information:**

.....

**Projects:-****Number of Projects & Essays Completed:**

.....

**List of Projects & Essays:**

(Write titles or short descriptions; include images, links if available.)

<p><b>1. Youth Gamification Club (YGC) Platform (Tech/Env) Description: Founded and led an international team to develop interactive games (Eco-Me, Eco-Earth) and video games (Recycling Drag-and-Drop, Pollination) to make</b></p>
---

**environmental education accessible to 2,000+ students. Link: [Website] [Instagram] (Activity 2)**

**2. Bus Tracking & Safety App (Tech/Logistics) Description: Personal project: Designed a comprehensive school bus management app with separate parent/conductor interfaces, real-time tracking, attendance logging, and route optimization. Status: Being implemented for 2,000+ students. (Activity 4)**

**3. Finalytics - AI Personal Finance App (Tech/AI) Description: Developed an AI-powered personal finance management app during the Advanced AI Internship program under University of Oxford mentorship. Link: [LinkedIn Post] (Activity 15)**

**4. Circular Economy & E-Waste Policy Research (Research/Policy) Description: Co-authored academic research using regression analysis across 14 nations to inform E-Waste policy; accepted for publication in IJSRM and presented at 3 conferences. (Research Update)**

**5. Cybersecurity & Digital Arrest Policy Paper (Research/Policy) Description: Research intern at USF; interviewed 10 cybercrime victims, analyzed ₹1935 cr. loss, and co-authored a policy paper proposing AI-led reforms for prevention. (Research Update)**

**6. Eco-Anxiety Research & Policy Articles (Policy/Env) Description: Contributed 5 articles to "Break the Bubble," including original survey research and interviews with 55 teenagers on climate change's mental health impact. Link: [Article 1] [Article 2] etc. (Activity 2)**

**7. "Should we nationalize AI research..." (Essay/Economics) Description: Winning essay in the international economics category focusing on policy and market structure for emerging AI technology. (Activity 21)**

**8. Legends Beyond Borders (Cultural/Language) Description: Founder of a blog translating Indian and Caribbean folktales (Panchatantra, Anansi) into French to preserve oral traditions and build cultural bridges. Link: [Website] (Activity 3)**