

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):

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Social Media Links:-

LinkedIn:

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

Instagram:

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/Anchor 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>



Tata

Forage
Inspiring and empowering future professionals

Siri Vadlamudi

ESG Job Simulation

Certificate of Completion

May 10th, 2025

Over the period of April 2025 to May 2025, Siri Vadlamudi has completed practical tasks in:

- Understanding and analysing client needs
- Understand and analyse the client
- Assess sustainability solutions through a comparative analysis
- Present a fitment matrix to the client

Enrolment Verification Code v5GRL26qFrjSpheLo | User Verification Code WoRstzpZgnTYuaQz4 | Issued by Forage


Tom Brunskill
CEO, Co-Founder of Forage

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 GIIS) 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:

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

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List of Projects & Essays:

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

- 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**

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)