

Saisri Vishwanath

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EDUCATION

Syracuse University - College of Engineering & Computer Science, Syracuse, NY January 2023 - December 2024
Master of Science in Computer and Information Sciences(CGPA: 3.8/4.00)

- Data structures and Algorithms, Natural Language Processing, Operating Systems

PES University - School of Electronics and Communication, Bangalore, Karnataka August 2017 - May 2021

Bachelor's of Technology in Electronics and Communication Engineering (CGPA: 8.94/10)

- Minor in Computer Science
- Related Coursework: Data Structures and Algorithms, Database Management Systems, Operating Systems, Computer Networks, Object-Oriented Programming, Web Development, Machine Learning/Artificial Intelligence, Cryptography

EXPERIENCE

Cloud Analyst, Oracle India – Bangalore, Karnataka July 2021 - December 2022

- Implemented Oracle products and technology in various industries by delivering innovative and scalable cloud solutions to Oracle customers
- Built a user-friendly cloud interface by writing scripts and programs using SQL, Java and oracle database
- Developed SQL reports, SOAP, and REST APIs for data migration process. To upgrade and maintain the application to make sure it was up to date
- Led the onboarding drive and training sessions of 40+ new hires

Engineering Intern, Publicis Sapient – Bangalore, Karnataka January 2021 - June 2021

- Built an user-friendly, responsive e-commerce web interface for Fiat Chrysler Automobiles by writing HTML, CSS, Javascript code and front-end framework React
- Designed following SEO best practices and test code to ensure web user interface is 100% bug free and is compatible with different web browsers and devices, including desktops, laptops, tablets and mobile phones
- Analyzed requirements, problems and solved with best solution to build reusable components and libraries to maintain technical practicability by leveraging code versioning tools, such as Git
- Operated in an Agile development methodologies JIRA and collaborative environment to receive design requirements, and peer program

PROJECT EXPERIENCE

News Article Data Analysis

- Analyzed the ISOT Fake News Dataset, comprising real and fake news articles of about 25k rows utilising Natural Language processing Techniques in Python.
- Conducted data pre-processing, examined stop words, content words, bigrams, and Mutual Information scores, and calculated various statistics, ultimately providing insights into text characteristics and differences between real and fake news articles
- Sentiment Polarity - Classifier Building segment developed a sentiment classifier deploying Naive-bayes classifier and multi-fold cross-validation, measuring precision, recall, and F-measure scores using NLTK library

Brain Controlled Interface for Controlling Robotic Arm August 2020 - April 2021

- Design a brain-controlled robotic arm prototype operating Artificial Neural Network (ANN) to aid paralyzed patients day-to-day activities with an accuracy of 71%
- Achieved by preprocessing the brain signals to get a noise-free signal and then classifying the signal with ANN in Python using TensorFlow, keras, pandas, numpy libraries

Acute Infarct Location Detection January 2020 - May 2020

- Devised a model to automatically detect and classify different types of infarct based on medical imaging data such as MRI from stroke patients utilizing Deep Learning Algorithm with an accuracy of 45%
- Achieved by data preprocessing, training the Convolutional Neural Network(CNN) by applying the preprocessed data, and fine tuning in Python with TensorFlow, Keras, numpy, pandas library. Output the MRI images into classes where each class indicates the region of acute infarct

Meetings Application August 2019 - December 2019

- Designed a meetings application to allow users to create, view, leave, and filter all meetings and teams leveraging HTML, CSS and Javascript
- Programmed a full-fledged website for both mobile and desktop views using bootstrap and sass styling libraries, ajax requests to fetch data from the backend, MVC architecture page structuring, and unit testing using web pack

Tic-Tac-Toe Game

January 2019 - May 2019

- Devised and implemented a Python-based Tic-Tac-Toe game, demonstrating proficiency in data structures, user input validation, and logic development for a classic two-player interactive experience.

TECHNICAL SKILLS

- Programming Languages: Python | C | Java | HTML5 | CSS3 | JavaScript | Matlab | Data Structures and Algorithm
- Frameworks and libraries: React JS | jQuery | Node JS | Bootstrap | Rest APIs | Keras | Pandas | NumPy | Scikit Learn | Matplotlib
- Databases and Cloud: Oracle Cloud | MySQL
- Tools and Platforms: Eclipse IDE | Postman | Oracle Apex | Visual Studio Code | Jira | Git