

# Shanay Jitesh Sanghvi

720 W, 27th street, Los Angeles, CA 90007  
sjsanghv@usc.edu | +1 (323) 910-8192 | shanay3726.github.io

## EDUCATION

### University of Southern California

Master of Science in Computer Science

Courses: Algorithms, Artificial Intelligence, Web Development, Database Systems, AR/VR, Advanced Mobile Devices and Gaming Consoles

Exp. June 2021

GPA 3.72/4

### Dwarkadas J. Sanghvi College Of Engineering, University of Mumbai, India

Bachelor of Engineering in Computer Engineering

June 2019

CGPA 9.38/10

## TECHNICAL SKILLS

- Languages : Java, Python, C, SQL, C#
- Databases : MySQL Workbench 6.3, Oracle, SQL Server db
- Tools : NetBeans IDE 8.2, MATLAB R2018b, TASM 1.4, Turbo C++, AWS, Unity, VR
- Web Technologies : HTML, CSS, JavaScript, jQuery, PHP, Bootstrap, React, Node JS, Flask

## WORK EXPERIENCE

### Agryo – Web Developer

June 2020 - Present

- Developed a dashboard system in React JS to show the general information of client agricultural company such as average requests, annual target, total earnings, number of requests, etc.
- Implementing risk assessment for agricultural loans using parameters like crop fields quality, temperature, soil quality, humidity, etc. acquired by geo-spatial data using technologies like Google Earth Engine, TensorFlow, AWS, and Python programming language.

## ACADEMIC PROJECTS

### VR Phobias (Virtual Reality)

- Created a virtual world with increasing intensity at the next level for acrophobia – the fear of heights using Unity
- Aimed at detecting the phobia with the response of the user to give a therapist an easy, affordable way to detect and treat it

### News Website and Application (Android & Web Development)

- Created an Android News Application using Java programming language and responsive news website using technologies such as React, Bootstrap and Node JS for backend
- Implemented features such as navigation bar, push to refresh, weather card based on location, on long click feature, share the news on twitter, etc in the android application
- Implemented features such as search bar, Bing autosuggest on search bar, comment box, favourites page, etc. on news website

### Halma (Artificial Intelligence)

- Developed an automated Artificial Intelligence Agent using Java programming to predict the best move depending on the future moves of the opponent in game called Halma
- A strategic heuristic to identify the best move to defeat the opponent in the game

### Antariksh (Mobile Game Development)

- Constructed a single player, arcade, third person adventure game consisting of different dimensional levels such as 2 dimension space shooter, 2.5 dimensional planet exploration and 3 dimensional spaceship exploration levels in Unity

### Predicting Loan Outcome Based on Macro-economic Parameters (Machine Learning)

- Designed a system to aid banks to calculate loan outcome of a customer
- Employed various macro-economic parameters in addition to personal bank statements to calculate Cibil score and determine loan outcome
- Executed using Principal Component Analysis and various Machine Learning algorithms - Logistic Regression, Support Vector Machine, Decision trees, Random forest in Python

## EXTRACURRICULAR INVOLVEMENTS

- Captain of the Computer Department in Trinity festival for managing teams and participating in various competitions such as robotics workshop, time warp, dance competition.