

TANU SHREE

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Birla Institute of Technology, Mesra Deoghar, India Nov. 2020 - present

• Electronics and Communication Engineering, Avg CGPA: 8.40

S.T.S.V International school Ara, India Jun. 2019 - Jun. 2020

• SECONDARY EDUCATION | CBSE BOARD

G.D.D.A.V Public School Deoghar, India Jun. 2017 - Jun. 2018

• SECONDARY EDUCATION | CBSE BOARD

LANGUAGES AND TECHNOLOGIES

• Languages : Java, Python, SQL, MATLAB.

- Proficient in: Data Structure and Algorithms, NI Multisim, Operating Systems, DBMS and Object Oriented Programming.
- Development : HTML, CSS, Javascript, React.js.
- Soft Skills: Communication, Observation, Multi-tasking, Leadership, Time-management.

EXPERIENCE

Project Intern Tata Steel, India May 2023 - June 2023

- Conducted in-depth Data Analysis of Tata Steel Digie-Shala platform to extract valuable insights and trends.
- Utilized statistical summaries and graphical representations to analyze and interpret the data effectively.
- Identified patterns, correlations, and outliers within the dataset to aid decision-making processes.
- Checked assumptions in the data to ensure the reliability and accuracy of the analysis.

PROJECTS

BUDGE: Group Project

- A budget tracking Web App for tracking finances and keeping a record for further analysis.
- Implemented Context API for seamless state management and data sharing.
- Checked assumptions in the data to ensure the reliability and accuracy of the analysis.
- Led project setup and established component architecture using React.Js, HTML, CSS, Javascript.

GIGGLES: Self Learning Project

- Developed "GIGGLES", a Chrome extension, utilizing a JOKE API to deliver random one-liner jokes to users.
- Contributed to the extension's success by offering users a fun and enjoyable browsing experience.
- Showcased strong web development and API integration abilities in creating an amusing and user-centric browsing enhancement.

GAMING WEBSITE: Self Learning Project

- Developed a lighthearted and interactive snake game website using HTML, CSS, and JavaScript.
- Seamlessly integrated all core attributes of a classic snake game for an enjoyable user experience.
- · Created the game for recreational purposes, demonstrating creativity and coding skills in web development.

HONORS & ACHIEVEMENTS

- Secured 2nd Position in Sarang(Painting Competition), Organised by Fine Arts Society, BIT Mesra 2022
- Successfully completed Cloud Engineering, Data Science and Machine Learning Track in 30 days of Google Cloud Program 2021

POSITIONS OF RESPONSIBILITY

- Graphic Designer SWAR(Music Society) BIT Mesra.
- Village Education Program Volunteer at NSS VEP is an initiative taken by NSS Bit mesra, Providing quality education to less privileged children, free of cost BIT Mesra.