

Shreyas Khandagale

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Summary

Passionate and results-driven Data Analyst with hands-on experience in SQL, Python, Tableau, and data visualization. Currently pursuing an MCA in Management, I bring strong analytical skills and a deep understanding of database management and data interpretation. I am focused on leveraging data insights to solve complex business problems, enhance decision-making processes, and contribute to organizational growth.

Education

MIT World Peace University | **Masters in Computer Application** | CGPA - 7.41

Aug 2023 - Jul 2025

MES GCC | **Bachelors in Computer Applications** | CGPA - 8.61

Apr 2020 - Apr 2023

Technical Skills

Programming Languages: Python, SQL, Java, JavaScript, Excel, HTML, CSS, Hive, Hadoop

Databases & Tools: MySQL, Tableau, Apache, Figma, Framer

Soft Skills: Analytical thinking & Problem-solving, Attention to detail, communication (written & verbal), Leadership skills

Certifications and Awards

The Complete Web Development Bootcamp | Infosys Springboard

Introduction to Python | Coursera(IBM)

UI/ UX Masterclass | Felix IT Solutions

Professional Experience

Software Tester and UI/ UX Designer at Achalare Realtors

Oct 2023 - Oct 2024

- Conducted thorough testing to identify and document bugs, errors, and performance issues in web applications.
- Collaborated with developers to resolve issues, ensuring improved functionality and performance.
- Analyzed user behavior and provided actionable UI/UX improvement suggestions, enhancing overall user experience and engagement.
- Maintained detailed test cases and reports to streamline quality assurance processes.

Projects

Customer Churn Prediction for a Bank

- Developed a machine learning pipeline to predict customer churn using a dataset of ~10,000 bank customers as well as conducted data cleaning, EDA, and model development by implementing Logistic Regression, Decision Tree, Random Forest, and KNN algorithms **without using any inbuilt ML Libraries**.
- Achieved the **highest accuracy of 84.25%** with the Decision Tree Classifier and identified key churn factors: age, tenure, and credit card ownership. The outcome provided predictive insights to improve customer retention strategies and reduce churn rates effectively by using technologies like Python, Pandas, NumPy, Matplotlib and ML Algorithms.

Game Stop

- The purpose of this study was to develop a gaming information website which will help gamers find their favourite games easily through our website. Till now gamers had to go from website to website for genuine news but now they can get all the news from our website.
- With the help of our website the users can also register for various tournaments that they want to play and they can also watch the tournaments.
- GameStop provides Play option(if the game is free)which will direct the gamers to the game's respected websites, and Purchase option (if the game is paid).

Tic Tac Toe

- Designed and developed an engaging mobile game application using Android Studio.
- Implemented interactive gameplay mechanics, intuitive user interfaces, and ensured smooth performance across devices.
- Gained hands-on experience in Android development, debugging, and deploying mobile applications.

Achievements/ Co-Curricular Activities

- Launched a paper in International Journal for Research Trends and Innovation title "Use of IOT in Wildlife and Conservation".
- 3 stars in java on Hackerrank
- 3 stars in SQL on Hackerrank
- Participated in various college events
- LO (Licensing Officer) for a guest lecture at MIT