

TANYA AGRAWAL

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EDUCATION

Indira Gandhi Delhi Technical University for Women, Delhi <i>BTech in Computer Science and Engineering</i>	2022 - Present CGPA: 8.18
Aadharshila Academy, Ujjain, Madhya Pradesh <i>XII, Central Board of Secondary Education</i>	2020 - 2022 Percentage: 90.8
Christu Jyoti Convent School, Ujjain, Madhya Pradesh <i>X, Central Board of Secondary Education</i>	2008 - 2020 Percentage: 94.2

TECHNICAL SKILLS

Languages	C, Java, Python, SQL, HTML, CSS, Javascript, C#
Developer Tools	Figma, Unity
Coursework	Data Structures and Algorithms, Software Engineering, Operating Systems, Database Management System, Object-Oriented Programming

Ransh Innovations Private Limited

Jan 2024 - Present

Game Developer Intern

- Developed Ladder of Legends inspired by Snake and Ladders in Unity and C# with Agile methodology, applying SOLID principles for a robust codebase.
- Enhanced UX design, scalability, and maintainability, featuring randomized snake animations for added excitement.
- Led marketing and product management, ensuring consistency across platforms and encouraging innovation. Includes single-player and multiplayer modes.

AI Club - IGDTUW, Delhi

Jun 2023 - Sept 2023

AI-ML Intern

- Developed a Toxic Comment Classification system using two deep learning models: Naive Bayes-Logistic Regression and LSTM, with GloVe word embedding.
- Evaluated model performance through ROC curve analysis, achieving a final accuracy of 94.34%.

PROJECTS

EmoteCare

Feb 2024

- Implemented backend functionalities using Flask within a website designed to destigmatize mental health and improve accessibility to therapy.
- Incorporated AI-driven facial emotion detection for real-time insights, tackling societal taboos and financial barriers by combining datasets and utilized TensorFlow CNN, achieving a model accuracy of 66.45%.

Side-Scrolling-Platformer

Aug 2023 - Oct 2023





- Developed a classic side-scrolling platformer inspired by Mario, featuring challenging obstacles and interactive objects using Unity and C#.

TED Talks Web Scraped Dataset

Jun 2023 - July 2023

- Conducted Exploratory Data Analysis to gain insights into the dataset, followed by the application of Multiple Linear Regression to analyze the relationship between factors such as duration, views, and likes of TED Talks videos.
- The model achieved an impressive accuracy of 99.96%, demonstrating its effectiveness in predicting the influence of these factors on video performance.

ACHIEVEMENTS

- 2nd Runner Up among 550+ registrations in WIEgnite Hackathon by IEEE IGDTUW 
- Completed Google Cloud Study Jams Program with an Internal rank 7 and overall rank 33 
- Reliance Foundation Undergraduate Scholar among 5000 selected students from 40000 applicants nationally 
- 5 star in Java, 4 star in C in Hackerrank 

POSITIONS OF RESPONSIBILITY

Member (Management Team), AWS Cloud Club IGDTUW

Sept 2023 - Feb 2024

Managed various tasks including room bookings for events.

Associate (CS/IT), Innervive (Annual Technical fest)

Aug 2023 - Dec 2023

Led a successful game development project as Head Coordinator, promoted to Associate, overseeing team tasks.

Head Coordinator (Sponsorship), Taarangana (Annual Cultural fest)

Jan 2023 - April 2023

Secured event funding through successful partnerships with companies.