

SHREYA KHANNA

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Professional Summary

- Enthusiastic software developer with a passion for building innovative and impactful tech solutions.
- Skilled in Java, Python and web technologies with hands-on experience in Web Development and AI/ML .
- Eager to apply technical skills and problem-solving to drive innovation in tech-driven environments.

Education

- **Shri Ramswaroop Memorial University, Lucknow, India** *B.Tech(CSE) (2022 – 2026)*
CGPA: 8.40
- **Deeksha PU College, Bangalore, Karnataka** *Intermediate, KSEAB (2021 – 2022)*
Percentage: 72
- **City Montessori School, Lucknow, Uttar-Pradesh** *Matriculation, ICSE (2019 – 2020)*
Percentage: 90

Skills

- **Programming Languages:** C, Java, Python, JavaScript
- **Web Development:** HTML, CSS, JavaScript, Firebase
- **Frameworks & Tools:** Unity 3D(Augmented Reality), GitHub, Netlify
- **AI & ML:** Machine Learning, Deep Learning, Neural Networks, Prompt Engineering, Generative AI (Google Cloud Skill Boost), TensorFlow, PyTorch
- **Computer Fundamentals:** Data Structures and Algorithms (DSA), Object-Oriented Programming (OOP)
- **Soft Skills:** Project Management, Teamwork, Leadership, Effective Communication, Critical Thinking

Experience

- **United Learning** *Freelance Web Developer (January 2025-April 2025)*
 - Developed a fully functional website as a freelance web developer, handling both front- and back-end using HTML, CSS, JavaScript, Firebase, and Razorpay integration.
 - Delivered the project for INR 8000, significantly enhancing client productivity by 50–60%.
- **GAOTek** *AI Intern and Team Lead (May 2024-August 2024)*
 - Led a 100-member team to optimize AI prompt strategies, improving task accuracy by 70%.
 - Boosted model performance by 30% through iterative prompt testing and refinement.
 - Collaborated with 4 to 5 cross-functional teams to align and innovate timely engineering goals.

Projects

- **Face Detection Attendance System** – Developed using **Python, OpenCV, Haar Cascades, Deep Learning**. Built a real-time face detection solution with advanced image pre-processing and feature extraction, improving detection accuracy by 40–50%. Strengthened skills in computer vision and real-time processing.
- **Augmented Reality Furniture App** – Created in **Unity, C#, AR Foundation**. Enables users to place and interact with 3D furniture in real environments. Integrated object placement, scaling, and rotation features, delivering an interactive and immersive user experience.
- **United Learning Web App** – A **full stack education platform** created using modern web technologies to help users access curated learning resources.
- **Personal Portfolio Website** – Designed and developed a **responsive website** to showcase personal projects, resume, and contact information.
- **Tic-Tac-Toe Game** – Implemented in **Java** using object-oriented programming (OOP) concepts. Reinforced logical thinking, game development principles, and Java programming fundamentals.
- **Calculator App** – Built a GUI-based calculator using **Java AWT and Swing**. Enhanced interface design skills and applied core programming logic to simulate calculator functionality.
- **Number Guessing Game** – Designed using **Java** in a console-based environment. Applied control structures and input handling to create an engaging user experience.

Achievements

- **Hackathon 2025:** Ranked in the Top 10 in a college-level hackathon with participation from 5 colleges.
- **Smart India Hackathon 2024:** Competed in one of the largest innovation challenges in India, demonstrating the expertise in problem solving and coding.
- **CodeX 2024:** Secured a top 15 position in an inter-college coding competition, showcasing strong Java programming skills.
- **HackerRank:** Awarded 5-star Java badge for coding excellence and consistent problem solving performance.