




TANUSHA H J

Bengaluru 
9741855768 
tanushahj@gmail.com 



OBJECTIVE

A Computer Science student seeking full-time job opportunities to work in a challenging environment



EDUCATION

BE – Computer Science | Vivekananda Institute of Technology – VTU university

2018 – 2022*

CGPA – 7.96/10 (pursuing) – Top 5% of the Batch

Grade XII | Kendriya Vidyalaya NAL – CBSE Board

2018

Percentage– 66%/100 – PCMB

Grade X | Kendriya Vidyalaya NAL – CBSE Board

2016

CGPA – 9.4/10



EXPERIENCE

Machine Learning Internship | TechCiti – Bengaluru

AUGUST 2021 – SEPTEMBER 2021

- Worked on predicting Loan Eligibility using Machine Learning models

Tools & Environment: Python, PyCharm, Jupyter Notebook

Project | Computer Graphics using OpenGL

JUNE 2021– AUG 2021

- Developed a Checkers board game in C/C++ using OpenGL freeglut libraries
- Designed algorithms to incorporate piece movements as per Checkers rules

Tools & Environment: C/C++, Visual Studio, OpenGL libraries

Project | Database Management System

DEC 2020– JAN 2021

- Designed and developed a user-friendly Easy to use and efficient computerized system for data management of gym membership using MySQL, JAVA and WAMP server environment

Tools & Environment: NetBeans, WAMP server, Java, MySQL



SKILLS

- Programming
- Logical and Structured Thinking
- Analytical and problem-solving skills
- Mathematical Skills
- Organizational skills
- Communication Skills