

# RESUME

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## Objective

Motivated and passionate second-year Computer Engineering student with a strong foundation in programming, web development, and AI. Eager to contribute to innovative projects, expand my knowledge in the computer industry, and gain hands-on experience in software development and emerging technologies.

## Education

### **1.Diploma in Computer Engineering**

Abdul Razzak Kalsekar Polytechnic, Panvel

- Graduated: 2024

**-Relevant Coursework:** Programming in C, Python, Web Development (HTML, CSS, JavaScript), PHP, Android Development

### **2.Pursuing Second Year, Bachelor of Computer Engineering -**

Abdul Razzak Kalsekar Polytechnic, Panvel

- Expected Graduation: 2027

## Technical Skills

- Programming Languages: C, Python, JavaScript, PHP
- Web Development: HTML, CSS, JavaScript
- Frameworks/Tools: Android Development, VB.NET
- AI/ML: Linear Regression, Chatbot Development
- Other Skills: Web Scraping, Computer Graphics

## **Projects**

### **1. Gamify - Gamers Guidance App**

- Developed a web-based app using Python and web scraping to provide gamers with details about games, genres, and the latest news in the gaming industry.

- Technologies: Python, Web Scraping, HTML, CSS

### **2. Diploma Management System AI**

- Created an AI-powered system with features like a chatbot, daily motivation, project maker, and question paper builder.

- Technologies: Python, AI, Chatbot Development

### **3. Virtual Real Estate Agent**

- Built an AI-based property price prediction system using linear regression.

- Technologies: Python, Linear Regression, AI/ML

### **4. Mini Games**

- Developed a game using VB.NET and another using C (Computer Graphics).

- Technologies: VB.NET, C, Computer Graphics

## **Achievements**

- Successfully completed three major projects during my diploma and sophomore year.

- Demonstrated ability to learn and apply new technologies independently.

## **Interests**

- Exploring AI and Machine Learning

- Game Development

- Web and Mobile App Development

- Continuous Learning in Computer Science