PALASH RATHOD

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OBJECTIVE
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BE Computer Engineering student aiming to become a full stack developer and garner more experience by being a part of the Unicode committee.

EDUCATION
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Bachelor of Engineering (B.E), COMPUTER (2017 - 2021):
Dwarkadas Jivanlal Sanghvi College of Engineering
CGPA : 9.78/10 (FE)

Maharashtra HSC
Science Year of Completion: 2017
Pace Junior Science College
Percentage : 92.10%

ICSE
Year of Completion: 2015
St Peter's School
Percentage : 96.17%

PROJECTS
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1. Made a personal webpage game using HTML-CSS.
2. Made a COLOR PICKER game using the concepts of Javascript and DOM Manipulation along with HTML-CSS.

TECHNICAL SKILLS
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LANGUAGES:
- C
- C ++
- Java
- Python (basics)

FRONTEND:
- HTML 5
- CSS 3
- Bootstrap 4
- Javascript

Version control : Git

WORKSHOPS

Artificial Intelligence And Computer Vision
Institution Of Electronics And Telecommunication Engineers (Mumbai) Jan 2018 - Feb 2018
1. Used OpenCV for Face Detection and Emotion recognition
2. Developed skills for Neural Networks and Image Processing

SOFT SKILLS

- Great leadership qualities

- Respects everyones opinions and ideas

- Great public speaking skills

- Believes in team-work