

Arhaan Bhiwandkar

Mumbai, 400071 | +919820066028 | arhaanbhiwandkar@gmail.com | http://www.linkedin.com/in/arhaan-bhiwandkar-583aaa233/

EDUCATION

Bachelor of Technology, Computer Engineering

Expected Graduation: June 2027

NMIMS MPSTME, Mumbai

- GPA: 3.83

IGCSE

May 2021

MET Rishikul Vidyalaya, Mumbai

- Grade: 90.8%
- 5A* and 1 A

SKILLS

Technical: Python (Flask, Open CV, Mediapipe, Tensorflow, Numpy, Scikitlearn, Matplotlib), AWS, Docker, PostgreSQL (Supabase), Mage AI, Tableau, C++, C Programming, CSS (Tailwind), HTML, R, Java Script

PROJECTS

Notesportal

January 2024-Present

NMIMS MPSTME, Mumbai, India

Led development for a collaborative platform for MPSTME students, achieving over 250 active users. Utilized Python (Flask) and PostgreSQL (Supabase) to build a robust backend architecture, ensuring seamless functionality, and contributed to frontend development using HTML, CSS (Tailwind), and JavaScript. Deployed the platform on AWS using Docker for containerization.

Key features of the platform included:

- Enabling students to upload, download, and share study materials.
- Personalizing subject selection based on individual courses.
- Providing access to shared notes within programs.
- Bookmarking essential notes for quick reference.

This project enhanced resource-sharing, streamlined collaboration, and improved accessibility for students.

Gesture-Controlled Subway Surfers Game

December 2023

NMIMS MPSTME, Mumbai, India

- Created an interactive, gesture-controlled version of Subway Surfers as part of the pre-event for Taqneeq, MPSTME's annual tech fest, enhancing engagement and aligning with the festival's technological theme.
- Utilized **OpenCV** and **Mediapipe** to implement real-time body movement detection, enabling players to control the in-game character through physical gestures, simulating the experience of running in the game.
- **View Source Code:** [GitHub Repository](#)

Comprehensive Health and Wellness Website

December 2023

NMIMS MPSTME, Mumbai, India

- Built a web app to assess BMI, recommend diets, suggest exercises, and track calorie intake, enhancing user fitness management.
- Collaborated to deliver a responsive, user-friendly platform for personalized health and wellness tracking.

LEADERSHIP, ACTIVITIES, & SERVICE

Chief Of Marketing

June 2024-Present

Google Developer Students Club MPSTME

- Led the development of the core team.
- Boosted social media outreach, increasing the club's visibility and engagement with a wider audience.
- Managed the Public Relations department, ensuring effective communication with stakeholders and promoting club activities.
- Played a pivotal role in organizing the showcase event, highlighting technical projects and innovations developed by club members.
- Organized workshops on Flutter, Figma and Cracking Malware Live, empowering members with essential skills for app development, design and cybersecurity.
- Spearheaded internal projects to kickstart the technical journey of incoming freshmen, setting the foundation for their involvement in future club activities.

Head Of Technical Events

October 2024 -March 2025

Taqneeq (Technical Fest) MPSTME

Led a team to successfully develop four innovative projects that demonstrated expertise in AI, gesture control, and game development technologies:

- **Pictionary Game:** Leveraged OpenCV and Mediapipe to create a gesture-based drawing game where players draw in the air, mimicking the experience of a digital whiteboard.
- **AI-Based Prompt Engineering Challenge:** Designed a two-player competition using Fal AI, where players entered prompts based on a given question. The generated images were evaluated by another AI model to determine the winner.

- **Motion-Controlled Ball Game:** Developed a Unity-based game featuring a rough UI and implemented control of a ball using the ADXL335 sensor, integrating real-world motion into gameplay.
- **3-Lane Space Game:** Built a gesture-controlled game where the player's spaceship mirrored their movements, dodging enemy ships and shooting incoming threats. Established a live scoreboard by setting up a TCP connection between two players' computers and a third computer, using Ngrok to create a public TCP tunnel for seamless score synchronization.