

# ASADALI JAVED BAGWAN

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[LinkedIn](#) [GitHub](#)

Highly motivated Computer Science student proficient in software development, web technologies, and AR/VR principles. Developed academic and personal projects utilizing modern frameworks and programming fundamentals to deliver innovative solutions. Eager to contribute problem-solving skills and technical expertise to a challenging internship or entry-level role.

## SKILLS

**Programming Languages:** Python, C, C++, C#

**Web Technologies:** HTML, CSS, JavaScript

**AR/VR & Game Development:** AR/VR Development, Game Development, Unity, 3D Concepts

**Design & Modeling:** Blender, UI/UX Design

**APIs & Tools:** Twilio API, GitHub

**Core Concepts:** Object-Oriented Programming (OOP), Problem Solving, Debugging

## EXPERIENCE

### AR/VR (Unity) Intern

20/01/26 – 20/06/26

GuruVR | Pune, India

Developed interactive AR/VR components with Unity and C# as a GuruVR Creator Intern, Unity track. Contributed to project development through Kanban methodology, incorporating feedback from regular performance reviews to meet milestones.

### Web Development Intern (Virtual)

20/02/26 – 20/03/26

CodSoft | Pune, India

Developed and enhanced web applications within a virtual internship, contributing to practical skill development in web technologies. Successfully delivered assigned projects on time, utilizing debugging and established development workflows.

## PROJECTS

### Library Management System

[View](#)

Managed full-cycle development of a web-based library management system, encompassing book inventory and user record maintenance. Implemented SMS notifications via Twilio, improving user engagement with timely issue updates and due-date reminders.

Python HTML CSS Twilio API GitHub

## EDUCATION

### Sulakhe High School, Barshi

2020 – 2021

SSC

89.80%

Maharashtra Sec & Higher Sec Vidyalaya,Barshi	2022 – 2023
HSC	
72%	
Modern Education Society’s Wadia College of Engineering, Pune.	2023 – 2027
B.E. in Computer Engineering	
CGPA: 8.2	

## ACHIEVEMENTS

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Library Management System Project Completion	2025
Successfully developed a web-based Library Management System with automated workflows and real-time SMS notifications using Twilio API.	
GuruVR Creator Internship Program (Unity Track)	2026
Selected for a 6-month AR/VR internship program specializing in Unity, involving milestone-based learning, interactive project development, and immersive application concepts	