

✉ [atharvajedhe.1106@gmail.com](mailto:atharvajedhe.1106@gmail.com)

☎ [+91 9373275997](tel:+919373275997)

📍 Sahakarnagar, Pune, Maharashtra 411009

🌐 [linkedin.com/in/atharva-jedhe-5a2433256](https://linkedin.com/in/atharva-jedhe-5a2433256)

🐙 [gitlab.com/atharvajedhe.1106/real-time-rendering-assignments](https://gitlab.com/atharvajedhe.1106/real-time-rendering-assignments)

🌐 [atharvajedhe.github.io/atharva-portfolio](https://atharvajedhe.github.io/atharva-portfolio)

# Atharva Shankar Jedhe

## Aspiring Software Developer

### ► Resume Summary

Motivated and detail-oriented Computer Science graduate (CGPA: 7.97, Pune University) currently pursuing M.Sc., with a strong foundation in C/C++, OOP, algorithms, and data structures. Experienced in OpenGL, Git, and real-time rendering projects. Adept at quickly learning new technologies, collaborating in teams, and delivering high-quality results. Seeking to leverage my technical and analytical skills as a Software Development Engineer (Trainee).

**Key strengths:** C/C++, OOP, Data Structures, Algorithms, OpenGL, Git, English proficiency, flexibility, and proactivity.

### ► Technical Skills

**Programming Skills:** C Language, C++

**Computer Science:** Data Structures, Algorithms, Operating System Fundamentals

**Graphics & Rendering:** OpenGL, WebGL, Real-Time Rendering

**Parallel Computing:** CUDA (Beginner), OpenCL (Beginner), Heterogeneous Parallel Programming

**Development Tools:** Win32-SDK, Git, GitLab

### ► Education

Year	Degree	University/School	CGPA/%
2024–2026 (Pursuing)	<b>M.Sc. Computer Science</b>	Pune University	
2021–2024	<b>B.Sc. Computer Science</b>	Pune University	<b>CGPA: 7.97</b>
2019–2021	<b>HSC</b>	P.V.G.'s Muktangan English School and College	80%
2018–2019	<b>SSC</b>	New English School Ramanbaug	85.40%

### ► Projects

#### Real-Time Rendering Project – Manzar

Advanced real-time rendering project using OpenGL and C++ to demonstrate modern graphics techniques. [\[Demo\]](#)

*Technologies: OpenGL, C++, Real-Time Rendering*

#### WebGL Project – Sapano Ki Bahen

WebGL application demonstrating 3D graphics and web technologies. [\[Demo\]](#)

*Technologies: WebGL, JavaScript, HTML5*

#### 2D Game – Pacman

Classic Pacman game implementation with modern programming practices.

*Technologies: C++, Game Development, 2D Graphics*

### ► Certifications and Courses

#### [Real Time Rendering](#)

Astromedicomp

#### [Fundamentals of Computer](#)

Astromedicomp

Seminar: Computer architecture and basic principles

#### [Multi-OS Installation](#)

Astromedicomp

Seminar: Installing and configuring multiple operating systems

#### [Heterogeneous Parallel Programming](#)

Astromedicomp

Seminar: CUDA and OpenCL for parallel computing

References available upon request.