

BHAVESH PANDOLE

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I am Bhavesh Pandole, I am a recent graduate from the Institute of Computer Science and Technology. I have strong foundation in programming and software development. I am proficient in Python and experienced in creating dynamic programs. My analytical skills and attention to detail enable me to contribute effectively to projects and support organizational goals.

Education

Institute of Computer Science, Vikram University, Ujjain
Bachelor of Computer Applications (Honours)

CGPA: 8.10
2021-2024

Bharti Gyanpeeth, H. S. School, Ujjain
Higher Secondary Certificate

Percentage: 54.8

Bharti Gyanpeeth, H. S. School, Ujjain
Secondary School Certificate

Percentage: 54.6

Experience

- **Personal Project:** Developed a Python-based virtual assistant that automates web tasks using voice commands (e.g., opening websites, playing music).
- Developed and maintained web interfaces using HTML, CSS, and JavaScript under professional guidance.
- Participated in code reviews and contributed to improving code quality and performance.
- Gained hands-on experience with version control using GitHub and development tools like VS Code & Cursor.
- I have worked as a Graphic Designer & Editor for a company (Nature's Ark Beauty Products Pvt. Ltd).
- I have also worked in event management for Voscon Forest County, Kharadi, Pune (Maharashtra).

Technical Skills

- **Languages:** - Python, Django, HTML, CSS, C Language, Asp.net
- **Tools:** - GitHub, VS Code, PyCharm, Jupyter notebook, Cursor, Power Bi Desktop, Blender

Projects

- **Virtual Assistant:** (A virtual assistant is a software agent that can perform tasks based on user input. E.g., include Siri, Alexa, or Google Assistant. In my **Python** project, the assistant might: Open websites (LinkedIn, YouTube, Google page, Git profile, Facebook) and play online music by voice command.
- **The Perfect Guess Game:** The program generates a random number between 1 and 100, and the user is prompted to guess it. The assistant provides feedback ("Higher" or "Lower") after each guess until the correct number is guessed. It also tracks the number of attempts made using **Python**.
- **Stone Paper Scissor Game:** The program takes user input (s, p, or c for stone, paper, or scissor) and uses the random module to simulate the computer's choice. The winner is determined using numerical mapping and conditional statements. The game handles draw, win, and lose conditions efficiently and prints results accordingly using **Python**.
- **Edu-faith Quiz Game:** (Developed an interactive quiz game using [**HTML, CSS, JavaScript**], featuring timed questions, score tracking, and dynamic feedback to enhance user engagement and learning.)
- **ICSVVU 2.0 College Website:** (Designed and developed an interactive, futuristic-themed college website using [**HTML, CSS**], featuring dynamic visuals, hover effects, and responsive design to showcase college cinematic video for creative storytelling and connecting students).

Certification

An Internship at Drishya Production
Microsoft Power BI

08 Jun 24 – 31 Dec 24
Great Learning

Strength

Detail Orientation

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Problem Solving

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Versatility