

MANN BHANUSHALI

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PROFILE

Being a Hard-Working and Passionate student studying Computer Engineering, I am eager to expand upon my knowledge. I am also into Game Development and love getting into technical documents.

EDUCATION

2021 - 2025	BTech at Dwarkadas J. Sanghvi College of Engineering	9.67
2021	HSC(12th) at M.H. High School and Junior College	95.83%
2019	ICSE(10th) at Gopal Sharma International School	96.67%

WORK EXPERIENCE

DJS Antariksh - Coding Team Member May 2022-Present

- Collaborated with the team to develop a Development Report for the Coding Team.
- Worked with Robot Operating System to make a functional prototype Mars Rover.
- Learning to make a system that allows for autonomous navigation and operation of the Mars Rover.
- Placed 8th in International Rover Challenge 2023 held in Bangalore, India.

Synapse - Apprenticeship, Machine Learning Developer Sep 2022-Present

- Learnt and evaluated several Machine Learning Algorithms.
- Created Projects like Hand Volume Controller and Pneumonia Detector using CV.
- Participated in Organizing Re-Quest 2022 as a member of the Tech Team and made a LED Text Display Grid with Arduino.

ACHIEVEMENTS

Xtract, 2022 : Winner

A Datathon Organized by DJS S4DS wherein we successfully solved 7 Data Science Problems by applying Machine Learning Algorithms and Basic Logical Thinking Skills within a timeframe of 4 hours.

Codatron, 2022 : Runner-Up

A 1-hour Competitive Programming Contest held by Oculus, S.P.I.T wherein I was able to solve 4 out of 5 problems using Python.

PROJECTS

Hand Voice Controller Synapse

- Made a program in Python using OpenCV that allows user to control device audio using visual information from their hands.
- Made use of Mediapipe Library for hand detection.

Chat Application D.J. Sanghvi College of Engineering

- Made an application in Java using Swing and JDBC that allows user to login as a Teacher, Student or Admin and chat with each other on a general LocalHost Chatting Server.
- Made use of Swing for GUI and MySQL for Database.

SKILLS

Programming	C, Python, Java, MySQL, HTML/CSS, JavaScript.
Frameworks	React, Swing.
Miscellaneous	Unity Game Engine, Git.
Soft Skills	Time Management, Teamwork, Problem-solving, Documentation, Engaging Presentation.