Gaurav Shetty

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Aspiring B.Tech Computer Science student with a strong foundation in web development, algorithms, and data structures. Dedicated to leveraging technical skills to develop innovative solutions and contribute effectively to team projects in the tech industry.

EDUCATION

BTech CSE, CGPA: 9.00	Dayananda Sagar University, Bengaluru	2022-2026
Class 12 th , 87%	Sri Chaitanya College of Education, Bengaluru	2021-2022
Class 10 th , 83%	The Frank Anthony Public School , Bengaluru	2018-2019

WORK & RELEVANT EXPERIENCES

INTERN, Front-End Web Development - Bharat Intern

October 2023-November 2023

- Applied Web Development concepts to real world projects.
- Demonstrated proficiency in front-end web development and integration of browser API's.

TECHNICAL PROFICIENCIES

- Programming Languages: Proficient in Java and C for DSA, Front-End Web Development, Building .NET applications with C#, Basics of
 Python and Java programming, JQuery, Express JS, BootStrap, demonstrating robust problem-solving and actively exploring backend
 development with Node.js, Next.js and the MERN stack.
- Database Skills: Designed and developed a carbon emission tracking application using PostgreSQL. Demonstrated proficiency in data modeling for storing user information and emission data, along with efficient data retrieval for analysis, and experienced with Supabase (backend-as-a-service).
- Development Tools: Employed Docker for containerization and deployed Metabase for data visualization in the carbon emission tracking project.
- Certifications & Courses: JavaScript (HackerRank), Linux programming foundation (Infosys SpringBoard), CSS (HackerRank), CSS3
 (Infosys SpringBoard), HTML5 (Infosys SpringBoard), Data Structures in C (Great Learning), .NET applications with C# (Microsoft Learn),
 Python Programming (Scaler).

Soft Skills:

Critical Thinking
 ➤ Conflict Resolution

> Rapid Learning Ability

Analytical Reasoning ➤ Attention to Detail

Cross-Functional collaboration

Technical Projects:

♣AI-Powered Hiring Platform: (Github)

Developed an Al-driven recruitment platform using Next.js, TypeScript, and Prisma with a PostgreSQL backend. Implemented role-based authentication with NextAuth, advanced resume parsing, intelligent matching with weighted skills and text similarity, and dynamic dashboards for candidates and recruiters. Integrated features like internal messaging, real-time notifications with Pusher, interview scheduling, and Al-based resume improvement suggestions to deliver an end-to-end hiring solution.

Dynamic Dashboard with Authentication & API Integration: (Github)

A fully functional, dynamic dashboard built with Next.js, TypeScript, Tailwind CSS, and shadcn-ui. The dashboard features a dummy authentication flow, API data fetching from JSONPlaceholder, search/filtering, pagination, and bonus enhancements like dark mode toggle and loading spinners.

Youtube Transcript API: (Github)

Won 3rd place in the Tublian Challenge for developing a Python-based YouTube Transcription API using FastAPI. Built an

asynchronous system for transcribing YouTube videos, featuring job tracking, a callback mechanism for automation, and robust error handling. Designed for scalability and efficiency, handling multiple requests seamlessly.

Custom Shell Implementation: (Github)

Built a shell application in JavaScript, supporting command execution, process management, and scripting. Implemented features like command parsing, environment variable handling, and subprocess management, showcasing deep understanding of OS-level programming and JavaScript system interactions.

Space Invaders Clone: (Github)

Built a playable Space Invaders game using HTML, CSS, and JavaScript. Replicated core mechanics, designed retro graphics, and ensured smooth gameplay across browsers.

♣Smart Automation and Monitoring of Silkworm Sericulture using Arduino IoT: (Github)

Built an IoT system for automated sericulture, using sensors to monitor and control environmental factors for optimal silkworm growth.

Slot Machine: (Github)

Prototyped an interactive slot machine game in Python using object-oriented programming (OOP) principles. Implemented random outcomes, win calculations, and user input validation for a realistic and engaging gameplay experience.

EXTRACURRICULAR ACTIVITIES

- Technical Head for College Film Club: Led a team in website development, improving leadership, time management, and cross-functional collaboration.
- Web Developer for IEEE Computer Society Student Chapter: Contributed technical expertise while working in a team
 environment, honing conflict resolution skills.
- **Kharagpur Winter of Code 2023:** Contributed to open-source JavaScript projects through 11 pull requests and 15 commits, strengthening analytical reasoning skills.
- Hacktoberfest 2024: Contributed to Open-Source web development projects and successfully completed Hacktoberfest 2024 by contributing to open-source projects and earned event Holopins.
- Goldman Sachs (IT Security) and GE Aerospace (Supply Chain) Virtual Job Simulations: Developed technical and strategic problem-solving skills.
- **Commercial Photography:** Led projects for Emirates, HAL, and Star Air, demonstrating project management, leadership, and decision-making under pressure.