

Aakash Chavan

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OBJECTIVE: Dedicated and detail-oriented engineer who thrives in a fast-paced learning environment and aims to obtain a challenging position in a high-quality engineering surrounding where my resourceful experience and academic skills will add value to organizational operations and also help in my personal growth.

EDUCATION

Degree	Institute	Board	CGPI/%	Year of Completion
B.E. (Computer Science)	SIES Graduate School of Technology	Mumbai University	9.02 (Avg.)	2021
HSC	Jaipuria Junior College	CBSE	76.88	2017
SSC	North Point School	ICSE	90	2015

SKILLS

Languages: C/C++, C#, Java, Python, Octave

Development: Web(Full Stack), Android, Image Processing, ML

Tools: GitHub, Unity 3D, Android Studios, Photoshop, After Effects,
Jupyter Notebook

EXPERIENCE

July 2019 - Present

August 2017 - August 2019

PROJECTS

Internship – Cloud Counseling: Machine Learning

Worked on live project of classification of incoming mails as per their category.

Web Development- Worked as a full stack developer on a Complaint Management Website.

Game Development

- Ping Pong- Built a basic ping pong game using python.
- Click Before You Blink- A custom clicker game using Java.
- Raiders- A PC game using Unity.

App Development

- App to measure Visual Acuity (Eye diopter reading.) of any person with accurate readings without the help of any optical instruments.
- A Blood Bank Tracker App which tracks the blood groups available in nearby hospitals in your city.
- COVID-19 Tracker app for India which tracks the current cases in India state-wise and accordingly shows a chart representation.
- Document Digitization app which can do real time OCR and also extract text from image.

CERTIFICATIONS

Software Design Skills conducted by IIT Bombay.

Python Course by CISCO Network Academy (ISTE).

Machine Learning by Stanford University (Coursera).

ACHIEVEMENTS

DeepBlue Project by Mastek Ltd

Ranked among top 10 teams in DeepBlue Project (National level hackathon).

BUG4EVER/Turing Cup

1st & 3rd in two intercollegiate programming contest held at SIES GST.

Code in X

2nd runner up at an intercollegiate programming contest held at KJ Somaiya .

CO-CURRICULAR

SIES GST's Developer Program (GDP)

Conducted weekly technical training workshops for the students of the college in domain of game development.

GameDev - Quidditch - A VR game

Made a VR game in Unity3D for our college fest based on the fantasy world of Harry Potter, working as game development coordinator.

Marketing Team

Worked in the marketing team of our college to gather funds and publicize for our college fest.

DECLARATION

All the information is true to the best of my knowledge.