

Harsh Pramod Bachhav

📍 Pune, Maharashtra, India ✉️ harsh.bachhav22@vit.edu 📞 8451805374 🌐 in/harsh-bachhav/
Medium : <https://medium.com/@nkharshbachhav> GitHub : <https://github.com/Harsh-1807>



EXPERIENCE

Artificial Intelligence Team Member

GDSC VIT PUNE

October 2023 - Present

- Developed an [AI-based Travel Itinerary Generator](#) using **Streamlit, Python, and OpenAI API**.
- **Winner** of the **TechFesta Hackathon** organized by GDSC
- Won Internal SIH 2024-25 at VIT

PROJECTS

[GIS Based Risk Factor Prediction](#)

May 2024 - June 2024

- GIS Based Risk Factor Prediction
- - Developed GeoRiskAccess using Python (NumPy, Pandas) for data processing and Flask for REST API development
- - Implemented scikit-learn Random Forest classifier achieving 89% accuracy in risk prediction
- - Optimized data processing pipeline using Pandas DataFrame operations reducing computation time by 40%
- Won the best project in the year award

[SpheraTech](#)

July 2024 - December 2024

- Built an **AI-driven immersive learning platform** using **UE5, MetaHuman, Pixel Streaming, AWS, and React**.
- Integrated **3D Gaussian splatting** for real-time **historical reconstructions** with **FBX/GLTF model support**.
- Implemented **NLP, speech-to-text, and AI-powered interactions** for **dynamic storytelling** and **historical figure simulations**.

[Lead Generation Application](#)

- Built a **Python-based lead generation tool** using **web scraping (Selenium, BeautifulSoup), AI (GPT-3.5-turbo), and email validation**. Integrated **GoogleSearchScraper, LinkedInProfileScraper, and EmailGenerator** for automated data collection. **Streamlit UI** with **Google Sheets API** for result export.

[Vehicle-and-Speed-Detection-Using-OpenCv](#)

- Developed an **advanced vehicle tracking system** in **Python**, utilizing **real-time state management, direction detection, and age tracking** for multiple vehicles.

[Packet Flow Simulator](#)

- Network Simulation tool that visualizes maximum packet flow through router networks using **Dinic's** and **Edmonds-Karp** algorithms.

[GamerConnect](#)

web application designed to bring gamers together, created using the Django framework.

EDUCATION

BTech-Computer Science and Engineering(Artificial Intelligence)

Vishwakarma Institute of Technology • Pune, Maharashtra • 2026 • 8.78

CERTIFICATIONS

- Google - Introduction to Cybersecurity (2024)
- Cert Prep: Unity Certified Associate - Scripting with C# (LinkedIn Learning)
- Career Essentials in Generative AI - Microsoft & LinkedIn (2024)
- Epic Games - Game Design
- Deep Learning Specialization
- Google Cloud Computing Foundations

- **NVIDIA Fundamentals of Deep Learning**
 - **AZ-900 Microsoft Azure Fundamentals**
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SKILLS

Programming Languages : Python Ecosystem:

- Core: NumPy, Pandas, Scikit-learn, Matplotlib
- Web Frameworks: Flask, Django, FastAPI
- Scrapping : Selenium , BeautifulSoup

Other Languages: Java, JavaScript, C#, C, SQL.

Web & Backend Development: Node.js, Express, Spring Boot 3, Flask, MongoDB, MySQL ,, Redis

Game & 3D Development : Unity, Unreal Engine 5, Phaser, Three.js, Blender

AI & Data Science : Deep Learning, ONNX, Tableau, OpenCV, NLP, TensorFlow ,Pytorch .

DevOps & Cloud : Docker, AWS , Git .