

Education

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| California State University – East Bay – Hayward CA <i>Master of Science in Computer Science: GPA: 3.93</i> | CA, USA August 2023 – April 2025 (Expected) |
| ADCET <i>Bachelor of Technology in Computer Science and Engineering: GPA: 8.65.</i> | INDIA August 2019 - April 2023 |

Experience

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| 5techGLabs Pune, INDIA (Android Developer) November 2022 – January 2023 <ul style="list-style-type: none">Developed and maintained high-performance Android applications using Flutter (Dart), identifying critical software defects, which resulted in enhanced user experience and stability for over 2,000 active users on the platform.Played a vital role in identifying and resolving around 15 software defects, ensuring optimal application performance.Executed large-scale data extraction from MySQL databases using Python scripting, emphasizing 35% increase in efficiency and speed. |
| Suven Consultancy, INDIA (Web Developer) March 2022 – April 2022 <ul style="list-style-type: none">Designed and managed website front-end, ensuring user-friendly and responsive interfaces using HTML5 and CSS3. Achieved 95% performance rating and compatibility across 10+ browsers and devices.Collaborated with a team of 5 designers and UX/UI specialists to develop intuitive interfaces and conducted thorough testing to identify and resolve compatibility issues across browsers and platforms, reducing reported issues by 20%. |

Projects

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| SnapVoyage October 2024 – December 2024 <ul style="list-style-type: none">Developed a web app using Node.js (backend) and React (frontend) to organize and summarize diverse photos into a chronological timeline with personalized captions, reducing manual organization by 90%.Integrated OpenAI and Google Cloud Vision API to classify images and generate captions, achieving 95% accuracy in automated photo categorization.Utilized Firestore for efficient storage of over 100 user photos and implemented Pinterest authentication, enhancing user onboarding speed by 50%.Deployed the app on Google App Engine and used Firebase, Google, and Pinterest Analytics to monitor engagement and refine features, increasing user retention by 20%. |
| Basketball Shot Ballistic Analysis September 2024 – December 2024 <ul style="list-style-type: none">Developed an android app that analyzes basketball shots by tracking angles and trajectories using Kotlin and Jetpack Compose, offering players performance metrics to refine the user’s shooting skills.Employed Depth Estimation to assess shot distances, improving the real-time feedback offered by TensorFlow Lite for precise shot prediction by approximately 25%.Implemented a Kalman Filter to improve data accuracy and reduce noise in tracking information, while optimizing performance to decrease load times by 15% through efficient data handling and multi-threading in Kotlin.Leveraged Firebase Analytics to track user interactions and inform data-driven enhancements, ensuring the app continuously meets user needs and increase user engagement by at least 10%. |
| NFT Marketplace March 2024 – May 2024 <ul style="list-style-type: none">Designed a decentralized NFT marketplace Flask app using Python and Solidity, allowing users to buy, sell, and trade tokens seamlessly.Leveraged smart contract functionality for secure transactions, integrating with MetaMask for blockchain-based authentication and conducting unit and integration testing with pytest to validate Flask APIs and smart contract functionality, achieving a 96% transaction success rate and ensuring secure NFT transactions.Deployed the application on Google Cloud Platform (GCP), ensuring high availability and scaling to support increasing user traffic. • Focused on providing a secure and reliable platform for handling NFT transactions, achieving 98% uptime and supporting multiple concurrent users. |
| Movie Recommendation System September 2023 – January 2024 <ul style="list-style-type: none">Developed user-based (UBCF) and item-based (IBCF) recommendation models for a movie dataset with over 10,000 ratings, using R and libraries like recommender lab.Evaluated models using evaluationScheme, identifying UBCF as the most optimal model with an accuracy improvement of 12% over IBCF.Enhanced recommendation reliability, achieving an average recall of 0.85 and boosting user satisfaction by providing tailored movie suggestions. |

Technical Expertise

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| <ul style="list-style-type: none">Programming Languages Python,C,C++, R, Java, SolidityWeb Development HTML, CSS, JavaScript, PHP, Flask (Python, Jinja2), Node js , React jsDatabase Management MySQL, MongoDB, FirebaseMachine Learning Regression, Classification, Clustering, scikit learn, OpenCV, Model EvaluationAndroid Development Flutter (Dart), Java, Kotlin, Jetpack Compose, MVVMKnown Technologies Blockchain, Distributed Computing, Cloud computing, Smart contracts, Linux, GCP, AWS (S3, EC2), ERC-721 |
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Certifications

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| <ul style="list-style-type: none">Machine Learning Certification SkillVertex February 2022 - March 2022 |
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