

# Jatin Sen

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## EDUCATION

<b>St.Fidelis College</b> <i>10th-90.5%</i>	Lucknow, Uttar Pradesh <i>May 2019</i>
<b>Surya Public School</b> <i>12th-88.8%</i>	Lucknow, Uttar Pradesh <i>May 2021</i>
<b>VIT Bhopal University</b> <i>BTech CSE-8.72 CGPA</i>	Bhopal, Madhya Pradesh <i>Aug 2022-Present</i>

## ACHIEVEMENTS & CERTIFICATIONS

<b>Google - Bits and Bytes of Computer Networking</b> <i>Coursera</i>	Dec 2023 <i>Verify Here</i>
<b>Cloud Computing</b> <i>NPTEL</i>	Jan-Apr 2024 <i>Certification ID: NPTEL24CS17S452902663</i>
<b>Data Structures in C++</b> <i>Coding Ninjas</i>	Dec 2022 – Mar 2023 <i>Verify Here</i>

## PROJECTS

### AGRO-BHARAT — *Machine Learning, Web Development, AI in Agriculture* — Aug 2024 – Present

- Conceptualized and led the development of an **AI-powered crop recommendation system**, achieving **90% accuracy**.
- Built a **web platform** using **Flask, Django, JavaScript** for real-time crop suggestions with **94% user satisfaction**.
- Integrated **satellite imagery** and **real-time weather data** for enhanced decision-making.
- Reduced data processing time by **30%** through algorithm optimization and database indexing.
- Managing a **team of 10**, ensuring smooth collaboration between AI, web, and data teams.

### YatriOS — *Custom Operating System Development* — Feb 2024 – May 2024

- Designed a **custom kernel architecture** with **multi-tasking** and **virtual memory management**.
- Developed a **GUI-based OS** featuring a start menu, file system, and built-in applications.
- Implemented memory management techniques to optimize resource utilization.
- Ensured cross-device compatibility and smooth execution across different hardware configurations.
- Managed a **team of 5** and presented the project in an academic showcase.

### Space Wars — *Game Development, Unity Engine, C#* — Aug 2023 – Oct 2023

- Developed a **2D space shooter game** using Unity Engine with interactive gameplay.
- Optimized performance, achieving **60 FPS** across multiple platforms.
- Designed an **AI-driven enemy system** that adapts to player strategies.
- Integrated **custom particle effects** and **real-time leaderboard** to enhance user engagement.
- Reduced game load time by **40%** through efficient asset management.

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS

**Technical Subjects:** Theory Of Computation, Data Structures and Algorithms, Database Management System, Operating Systems, Computer Networks

**Developer Tools:** Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse, GitHub Actions

**Libraries:** pandas, NumPy, Matplotlib, Seaborn

**Software Development:** OOP, Agile Methodologies, CI/CD, API Development

**Cloud DevOps:** AWS (Basics), Docker

**Databases:** PostgreSQL, MySQL, Data Warehousing