Jatin Sen

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EDUCATION

St.Fidelis College — Lucknow, Uttar Pradesh
10th–90.5% — *May 2019*

Surya Public School — Lucknow, Uttar Pradesh
12th–88.8% — *May 2021*

VIT Bhopal University — Bhopal, Madhya Pradesh
BTech CSE–8.72 CGPA — *Aug 2022-Present*

ACHIEVEMENTS & CERTIFICATIONS

Google - Bits and Bytes of Computer Networking — Dec 2023
Coursera — *Verify Here*

Cloud Computing — Jan-Apr 2024
NPTEL — *Certification ID: NPTEL24CS17S452902663*

Data Structures in C++ — Dec 2022 – Mar 2023
Coding Ninjas — *Verify Here*

PROJECTS

AGRO-BHARAT — *Machine Learning, Web Development, AI in Agriculture* — Aug 2024 – April 2025

- 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