Kaushik Bedmutha

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CAREER OBJECTIVE

Passionate coder having good problem-solving skills and particularly interested in how Software Engineering can be used in the industry. Seeking a challenging position as a programmer in a reputed organization where I can utilize my technical skills and knowledge to solve problems and contribute to the growth of the organization while enhancing my skills and knowledge. You shall find! Responsible, hardworking, dedicated, trustworthy and committed to work on new technologies and projects.

CORE COMPETENCIES

- Data Structure and Algorithms
- Programming/Coding
- C/C++/Python
- Image Analyst
- Problem Solver
- Computer Networks
- OOPS
- Operating System
- DBMS

WORK EXPERIENCE AND INTERNSHIPS

Software Intern, Sequelstring Solutions and Consultancy Pvt Ltd – Mumbai *FEB 2023*
- I have worked in the domain of image analytics at SequelString Pvt Ltd. I have worked on openCv, tessaract, libraries of Python. The best part of working at SequelString is continuously getting tough challenges and frequent brainstorming sessions with the project Incharge of the need for continuous learning, new tools and technologies.

Game Developer, Teknack Gaming Studio – ACM-DBIT *OCT 2022– MAR 2023*
- Designed and Developed an Android Game using the Unity Engine which is published on the Playstore. The game name is The Track Titans. These Camp helped me in enhancing my game development skills.

Cloud, Google Cloud Facilitator Program – Mumbai *MAR 2022 – APRIL 2022*
- In this program, I practiced hands-on on Qwiklabs. Here, I got to know the concepts of computing, application development, big data, and machine learning. I learned an industry's oriented perspective of using cloud technology.

EDUCATION

Don Bosco Institute of Technology, Mumbai - University of Mumbai
Bachelor of Engineering in Computer Engineering, 2020 - 2024

- CGPA: 8.3/10.0 (till Sem 5)
- ACM – Largest Technical Student Chapter on Campus- Technical Team (2021-22).
- (SSC) Shri Parshwanath English Medium School.
- (HSC) Sanjay Ghodawat Institute.
- Introduced new technologies and initiatives in the computer department and institute.
- Teknack for 1 year – Teknack is the only gaming studio in India which is fully run by the college students.
- WCE Hackathon with the team Genisis – Sangli

PROJECTS

- Car Price Prediction – *A System which predicts the price of car using python and flask.*
- IPL Data Analysis – *I have done the analysis of the data Ipl from 2008-2020 using PowerBi.*
- Task Manager – *Build an Android App using Java which manages the task of user for efficient work.*
- College Cam Scanner – *An Application using AR which provides the details of every college section.*
- The Track Titans – *Android Unity Game*
  - Published on Google Play Store.
- Password Manager – *Build a Website which stores and manages the password of the user using Django*
- Covid Tracker – *Build a Website which fetch the data through API and display.*
- Portfolio Website

INITIATIVES AND ACHIEVEMENTS

- Attended a Hacktoberfest 2022 where I contributed to the open source community and rewarded with various badges and swags.
- Achieved Milestone 1 in the Google Cloud facilator Program.
- Level 1 Badge at the Google Cloud Security Challenge.
- Certifications including Scrum Certified Fundamentals, Python with Data Analysis (SHAPEAI), Web Development (DBIT-ACM).
- Participated in the WCE Hackathon , GDSC Hackover event and various Coding Competition.
- 5 star code in C++ (Hackerrank), max rating – 1450(Codechef).