

PRAGUN NAIK

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A passionate and energetic student aiming to utilize my skills of problem solving for your organization.

EDUCATION

2022 – PRESENT (2 YEAR DEGREE)

HONOURS COURSE IN ARTIFICIAL INTELLIGENCE & MACHINE LEARNING, PUNE
UNIVERSITY, PUNE

2020 – PRESENT (4 YEAR DEGREE)

BACHELOR OF ENGINEERING (E&TC), PUNE INSTITUTE OF COMPUTER TECHNOLOGY,
PUNE

Aggregate GPA: 8.5

2018 - 2020

HSC (12TH), RAJIV GANDHI ACADEMY OF E-LEARNING SCHOOL & SCIENCE JUNIOR
COLLEGE, PUNE

Percentage - 85.54%

2008 - 2018

ICSE (10TH), PODAR INTERNATIONAL SCHOOL, PUNE

Percentage – 94.00%

SKILLS

- Programming Languages: Python, C, C++, Lua
- Software: Multisim, Proteus 7, Microsoft Suite
- Languages: English, Japanese (N5 level), Hindi, Marathi, Gujarati
- Soft skills: Leadership, Team Player, Strategic Thinker, Communication, Adaptability

PROJECTS

INTERN AT HITFORWARD BUSINESS SOLUTIONS (INDIA) PVT LTD

1 month internship with SaaS based Product division.

MASK DETECTION USING COMPUTER VISION (2022)

Used TensorFlow, Keras to build a mask detection program.

Language used: Python

PONG GAME (2021)

Used concepts of OOP to create a single-player and multi-player ping pong game.

Language used: Lua

CONNECT 4 GAME (2021)

Used concepts of OOP to create a multiplayer Connect 4 game.

Language used: Lua

SUBMITTED PRELIMINARY THESIS ON DIFFERENTIAL GEAR (2017)

Short thesis on working and applications of Differential Gear in vehicles.

ACHIEVEMENTS

- Xenia Ideathon (2022): 3rd position
- Math, Science Olympiad school topper (2014)

INTERESTS & EXTRA CURRICULAR ACTIVITIES

- Zila Parishad swimming competition (2015): 1st position
- Member of college basketball team
- Game development using software