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## OBJECTIVE

An opportunity to work with diverse team of professionals to new level of success in a variety of highly competitive industries, cutting-edge markets and fast paced environments.

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## EDUCATION

<b>2016-2020</b>	<b>B.E Mechanical Engineering</b> from RTMNU Nagpur University, K.I.T.S Ramtek <b>CGPA: - 8.38/10</b>
<b>2015-2016</b>	<b>12<sup>th</sup> HSC</b> from Maharashtra State Board, Rai English School & Jr. College, Hingna <b>Percentage: - 56.15%</b>
<b>2013-2014</b>	<b>10<sup>th</sup> SSC</b> from CBSE, Bhartiya Vidya Bhavans RIL School Mauda, Nagpur <b>Percentage: - 71.8%</b>

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## SKILLS & PROFICIENCY

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| <ul style="list-style-type: none"><li>• AWS</li><li>• MS Excel</li><li>• Data analysis</li><li>• Python</li><li>• Django</li></ul> | <ul style="list-style-type: none"><li>• Teamwork</li><li>• Communication</li><li>• Problem solving</li><li>• Attention to details</li><li>• Flexible</li></ul> |
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## CERTIFICATION

- Building Modern Python Application on AWS by Coursera.
- Zero to Hero in Microsoft Excel: Complete Excel Guide 2021 by Udemy.
- Skill Up with IBM series: Get the job you want.

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## WORKSHOPS

- Attended Code in Place (CS106A) by Stanford University. Its was a 4-week online program where students are taught about the python programming language through video lecture, assignments & collaborative workplace.
- Attended several Advance Excel Workshops for Data analytics and Data Science.
- Attended workshops for Machine learning & Artificial Intelligence.

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## PROJECTS

### College Final Sem Project

Development of Spider robot used for agricultural spraying. 8-legged robot based on Klann mechanism, capable of walking in uneven terrain modified with a mounted spraying unit used for spraying pesticides in farm.  
My role was of Project Design.

### Code in Place (CS106A) by Stanford University – Final Python Project

Word Guessing Game in Python. It is a simple game where the words are randomly selected from a text file. The player then has to guess the letters of the word and type the input.  
If the player guesses the right letter that is within the word, the letter appears at its correct positions.  
The player has to guess the remaining correct letter to complete the word within a limited chance of guess.