Mahesh Chavan

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EDUCATION

Dayananada Sagar College of Engineering	Bangalore,India
Bachelor of Engineering - Computer Science and Engineering - **7.83 GPA**	*Aug 2019-Jul 2023*
Kendriya Vidyalaya AFS Yelahanka	Bangalore,India
Secured **83%** *in Class 12 CBSE*	*April 2018-May 2019*
Kendriya Vidyalaya AFS Borjhar	Guwahati,India
Secured **9.6 CGPA** *in Class 10 CBSE*	*April 2016-May 2017*

SKILLS

Languages: Python, C#, JavaScript, SQL
Frameworks: Unity3D, .NET
Technologies: Linux, AWS, PostgreSQL, Tableau

WORK EXPERIENCE

appt.work - Unity Developer Intern   *July 2022 - September*
- **Role:** Responsible for developing the Gameplay and Mechanics for a warehouse simulation in *Unity3D* and wrote the scripts in *C#*.
- **Technologies Used:** Unity3D, C#, .NET.

The Machine Learning Company - Machine Learning Intern   *Nov 2021 - Jan 2022*
- **Role:** Was responsible for building the following *ML* models
  - Build a model to predict Agricultural N2O Flux Prediction.
  - Build a model that predicts Patient Survival Prediction.
  - Build a model that predicts Reddit Upvotes Prediction.
- **Technologies Used:** Machine Learning, Python

ACHIEVEMENTS

ETHIndia Hackathon	Bangalore, India
Won Track Prize (StackOS). International Hackathon. Devfolio	*Dec 2022*
CentuRITon Hackathon (M S Ramaiah Institute of Technology)	Bangalore, India
Secured **1st Place**. *National Level Hackathon. Devfolio, MLH*	*Nov 2022*

PROJECTS

- **GuNFT** (Tech: Unity, Solidity, React.js) - website-link game-link   *Nov 2022*
  Multiplayer first-person shooter game with custom gun modifications. Each unique modification is minted as an NFT. All NFTs are minted, bought, and sold on the NFT marketplace website. CentuRITon submission: here.

- **OpenRPG** (Tech: Unity, C) - project link   *Aug 2022*
  An open-world RPG game built using Unity Game Engine. The player's objective is to explore their surroundings and complete the predetermined tasks. The gameplay mechanics were written using *C#* scripts.