

# Mahesh Chavan

📍 560078 Bengaluru, India

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🔗 Mahesh29501

## Profile

Knowledgeable in a wide range of development languages and methodologies. Experienced in Game Development and well-versed in Data Structures and Algorithms. Bright critical thinker with a proven talent for learning quickly in a results-oriented environment. Team Player.

## Professional Experience

### Machine Learning Intern,

*The Machine Learning Company*

11/2021 – 01/2022 | Bangalore, India

Completed 3 guided projects:

- Agricultural N2O Flux Prediction
- Patient Survival Prediction
- Reddit Upvotes Prediction

### Data Science Intern, *Alpha.ai*

12/2020 – 02/2021 | Bangalore, India

Completed 3 Dashboards of sales figures of U.S sales data. Learned about Excel pivot tables and create interactive dashboards in Excel.

### Game Developer, *Appt.work*

07/2022 – 09/2022 | Bangalore, India

Developing a learning platform for non-technical jobs using unity.

## Achievement

### Placed 1st in national level Hackathon,

*CentuRITon* [🔗](#)

11/2022

Build a Multiplayer FPS Game using Unity and a website to customize guns. All the guns were then minted as NFTS and were unique to a player.

<https://www.gunft.club/> [🔗](#)

<https://mahesh-2029.itch.io/gunft> [🔗](#)

## Education

### Bachelor Of Engineering(CSE), *Dayananda*

*Sagar College Of Engineering, Bangalore*

08/2019 – present | Bangalore, India

CGPA: 8

### XII Standard(CBSE),

*Kendriya Vidyalaya AFS Yelahanka, Bangalore*

04/2018 – 05/2019 | Bangalore, India

Subjects: Physics Chemistry Mathematics  
Biology

Percentage: 83.5%

### X Standard(CBSE),

*Kendriya Vidyalaya AFS Borjhar, Guwahati*

04/2016 – 05/2017 | Guwahati, India

CGPA: 9.6

## Skills

Unity Engine

C#

Python

Object Oriented Programming

Data Structure and algorithms

SQL

C/C++

AWS Cloud

Web Scrapping

Pandas

Numpy

Git

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## Projects

### Guess the Number, *Game*

A web-based game built using Javascript and node.js.

Hosted on Heroku

### First Person Shooter, *Game*

A FPS game built on Unity Game Engine and C#

[https://github.com/Mahesh29501/Hero\\_Born\\_Advanced](https://github.com/Mahesh29501/Hero_Born_Advanced) [🔗](#)

### Hero Born

A 3-D RPG game built using Unity Game Engine and C#.

[https://github.com/Mahesh29501/Hero\\_Born\\_Advanced](https://github.com/Mahesh29501/Hero_Born_Advanced) [🔗](#)