Mohit Kambli

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# Education

**Syracuse University** Syracuse, NY

*Masters of Science in Computer Science Aug. 2022 – May 2024*

**Vidyalankar Institute of Technology** Mumbai, Maharashtra

*Bachelor of Engineering in Computer Engineering July 2016 – May 2020*

# Technical Skills

**Languages**: Java, JavaScript, Python (Proficient) | C++, C#, Dart, SQL (Intermediate) | Perl, Shell, C (Basic).  
**Frameworks**: React, React-Native, Flutter, Flask, SpringBoot (Proficient) | Hibernate, Node (Intermediate).   
**Databases:** MongoDB, OracleSQL, PostgreSQL, SQLite, Microsoft SQL (Proficient) | MySQL (Intermediate).  
**Developer Tools**: VS Code, Visual Studio, Sublime, Jupyter, Netbeans, Android Studio, GitHub, Unity.

**Libraries**: Pandas, NumPy, Matplotlib, Seaborn, NLTK, Scikit-Learn, jQuery, Tkinter, Firebase. **Certifications**: Oracle Certified Associate Java Programmer (Java-8), Coursera - AWS Fundamentals, Udemy - JavaScript: Basic and Advanced Concepts, Oracle SQL Developer Essentials, Linux Foundations.  
**Open Source Contributions:** [Codinasion](https://github.com/codinasion/codinasion/issues?q=assignee%3AMohitKambli+).

# Experience

**Software Engineer** Aug. 2020 – Aug. 2022

*Vistaar Technologies Mumbai, Maharashtra*

* Resolved customer-reported issues, provided effective fixes in multiple programming languages, demonstrated excellent debugging skills and contributed to improving the quality and functionality of the product.
* Ensured process compliance which helped to promote efficiency and transparency in ticketing system, ultimately enhancing overall operational effectiveness and customer satisfaction as product development team member.
* Utilized TortoiseHg to check-in code changes and helped solution team in applying product’s features effectively. **Software Development Intern** June 2019 – July 2019 *ZS Microtech Pvt. Ltd. Mumbai, Maharashtra*
* Constructed a software application to answer questions related to Android Applications dataset using Python

libraries for visualization and machine learning algorithms to enable efficient data analysis and decision-making.

* Created documentation to accurately record the methodology and techniques used in developing the application.
* Demonstrated strong proficiency in Python programming, data manipulation, and application development.

# Projects

[**CuseConnect**](https://github.com/MohitKambli/CuseConnect)*| Kotlin, Firebase* Dec 2023

* Created mobile app not only to cater students but also equip administrators with tools for effective issue resolution.
* Designed for SU to streamline grievance reporting and simplify event discovery and dining options via integrated APIs.

[**ColorJam**](https://github.com/MohitKambli/ColorJam)*| ReactJS, Python, Flask* June 2023

* Implemented web application using K-means algorithm to extract dominant colors from user-uploaded images.
* Facilitated dynamic background alteration with efficient server-side rendering using extracted dominant colors.

[**Textify**](https://github.com/MohitKambli/Textify)*| Flutter, Dart, Python, Flask* July 2020

* Architected Optical Character Recognition mobile app with intuitive GUI to facilitate image browsing/capture.
* Leveraged modules like pytesseract, flask and http to enhance OCR application's functionality and capabilities.

[**Notes App**](https://github.com/MohitKambli/NotesApp)*| React-Native, SQLite* June 2020

* Developed obliging note-taking mobile app with phenomenal user interface for effortless note organization.
* With various note operations, reinforced application with robust SQLite database for efficient data management.

[**COVID Tracker**](https://github.com/MohitKambli/Covid-Tracker)*| Flutter, Dart* May 2020

* Designed real-time mobile app with RESTful API integration, adeptly employing JSON parsing techniques.
* Incorporated dynamic widgets to provide users with smooth access to COVID-19 statistics within the application.

[**Escape Room in Virtual Reality**](https://github.com/MohitKambli/Escape-Room-In-Virtual-Reality)*| C#, Unity, Firebase* July 2019 – April 2020

* Constructed Virtual Reality mobile app, exploiting Unity's game engine, animation, lighting, and particle effects.
* Crafted captivating and photorealistic immersive game environments within the VR application.

# Extras

* Participated in Smart India Hackathon by developing a voice prescription based android application for doctors.
* Cooperated in College’s Technical Fest by implementing a Scorecard Management System for Kabaddi using C.