

# Mohit Kambli

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## Education

### Syracuse University

*Masters in Computer Science*

Syracuse, NY

Aug. 2022 – Present

### Vidyalankar Institute of Technology

*Bachelors in Computer Engineering*

Mumbai, Maharashtra

July. 2016 – May 2020

## Experience

### Software Engineer

*Vistaar Technologies*

Aug. 2020 – Aug. 2022

*Mumbai, Maharashtra*

- Resolved customer-reported issues and provided potential fixes in Java, Shell and Perl programming languages in the product development team.
- Utilized TortoiseHg to check-in code changes and helped solution team in utilizing product's features effectively.
- Ensured compliance with process protocols related to raised tickets.

### Software Development Internship

*ZS Microtech Pvt. Ltd.*

June 2019 – July 2019

*Mumbai, Maharashtra*

- Developed a data-driven application to answer the questions related to a dataset using Python libraries for visualization and machine learning algorithms.
- Generated 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

### OCR Application / Flutter, Dart, Python, Flask

July 2020

- \* Constructed a text recognition application with a user-friendly interface for browsing and capturing images.
- \* Applied Python libraries and Flask server to accurately recognize texts in images.
- \* Tested and debugged the application to ensure reliability and user satisfaction.

### Notes Application / React-Native

June 2020

- \* Developed a note-taking app for easy note organization and implemented various note operations.
- \* Tested and debugged the app to ensure reliability and user satisfaction.
- \* Addressed technical challenges related to note operations and interface design, ensuring a user-friendly app.

### COVID Tracker Mobile Application / Flutter, Dart

May 2020

- \* Established an app that fetches and displays real-time COVID data using JSON parsing and variety of widgets.
- \* Created a user-friendly interface using Flutter widgets to visualize COVID data and improve user experience.
- \* Tested and debugged the application to ensure functionality and responsiveness.

### Escape Room in Virtual Reality / C-Sharp, Unity

July 2019 – April 2020

- \* Designed and developed immersive game environments using Unity assets.
- \* Wrote C-sharp scripts and attached them to game objects to control gameplay mechanics.
- \* Conducted debugging and troubleshooting to optimize game performance and improve gameplay mechanics.

## Technical Skills

**Languages:** Java, JavaScript, Python, C/C++, SQL (Oracle/Microsoft SQL), HTML/CSS, Dart, Perl, Shell, Haskell

**Frameworks:** Flutter, React, Node, Express, MongoDB, React-Native, Flask, Spring MVC, Hibernate, ExtJS

**Developer Tools:** VS Code, Visual Studio, Sublime, Jupyter, Netbeans, Android Studio, Notepad++, GitHub

**Libraries:** Pandas, NumPy, Matplotlib, Seaborn, NLTK, Scikit-Learn, jQuery, Tkinter