

Shubham Rajan Rane

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OBJECTIVE	To get internship and perform in such a way that it will get converted into full time job.	
EDUCATION	Stevens Institute of Technology, Hoboken, NJ	Expected May 2021
	Master of Science in Computer Science (GPA: 3.2)	
	<u>Course Work</u> : Web Programming, Machine Learning, Data Structures	
SKILLS	Mumbai University, India	May 2019
	Bachelor of Technology in Computer Engineering	
	Programming Languages : Proficient in Java, Advance Java, C#, C. Familiar with Python, Swift.	
EXPERIENCE	Internet Technologies : HTML5, CSS, Familiar with JavaScript, Node.js.	
	Development Software : Android Studio, Arduino, Unity 3D, Visual Studio, Netbeans, Eclipse.	
	Source Version Control : GitHub.	
	ICT Infratech, Mumbai, India	July – August 2018
	Android Developer	
ACADEMIC PROJECTS	<ul style="list-style-type: none">Carried responsibility for developing software solutions applications for ongoing projects in the organization (OCR, Media Player, and Mobile Applications). Also worked on IoT projects as a part of my interest.	
	Vaibhav Chaya Seva Santha & Gurukul Pratithan, India	May - June 2018
	Volunteer	
	<ul style="list-style-type: none">Taught and guided unprivileged children across Mumbai and surrounding areas.Gave them knowledge about current technology trends, career guidance, and environmental awareness.	
	Chess in Virtual Reality	February 2019
	Mumbai University, India	
	<ul style="list-style-type: none">Virtual Reality applied in a Chess game to achieve a cinematic experience with proper graphics in the 3D Environment. Aim to make Chess an interesting game for today's youth.	
	OCR For Visually Impaired	On-going
	<ul style="list-style-type: none">This is my self-interest project, after studying capabilities of OCR, Speech Recognition and other HCI Technologies. I tried to come up with something that may be able to ease the life of visually impaired to some extent.	
	Robotic Fish	February 2017
PAPERS PUBLISHED	<ul style="list-style-type: none">Underwater Robot with fish like a movement is achieved for applications like marine eco research, naval operations, and water pollution detection.Robot Design is focused on a fish like structure and looks, so that can meld with the marine life.	
	Under Water Pick and Place arm 2.0	August 2016
	<ul style="list-style-type: none">Second version of underwater pick and place arm with better stability and better design functionalities.	
	Under Water Pick and Place arm 1.0	February 2016
	<ul style="list-style-type: none">ROV Designed and engineered for underwater research and development with readily computer operated interface reducing human life's risk and easing research operations. Winning Team in the "Tech Mania" 2016 – event held in Diploma Last year.	
EXTRA CURRICULAR:	Underwater Pick and Place Arm in IOSR Conference	
	http://www.iosrjen.org/Papers/Conf.ICIATE-2018/Volume-15/9.%2032-37.pdf	
LINKS:	Bus Tracking System in IOSR Conference	
	http://www.iosrjen.org/Papers/Conf.ICIATE-2018/Volume-15/1.%2001-04.pdf	
EXTRA CURRICULAR:	Chief Event Coordinator, Assistant Publicity Head, Technical Team Volunteer,	
	Summer Military Training Course, Guitar player, History Enthusiast, Ardent gamer.	
LINKS:	GitHub: https://github.com/OfficialShubhamRane	
	LinkedIn: linkedin.com/in/shubham-rane-332b1612a	