

SHUBHAM RANE

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EDUCATION:

Stevens Institute of Technology, Hoboken, NJ

Expected May 2021

Master of Science in Computer Science (GPA: 3.2)

Courses: Data Structures, Human Computer Interaction, Machine Learning, Database Management System, Agile Methods of Software Development, Web Programming

Atharva College of Engineering, Mumbai University, India

May 2019

Bachelor of Engineering in Computer Engineering (GPA: 8.5)

SKILLS:

Programming Languages: Java, C#, HTML, CSS, JavaScript, Node JS

Software Tools: Eclipse, Github, Android Studio, Unity 3D, UiPath Studio, Visual Studio, Arduino

Database Systems: MySQL, MongoDB, Excel

Soft Skills: Problem Solving, Critical Thinking, Good Communication, Team Player, Leadership

Certifications: UiPath Level 1 - Robotic Process Automation (Udemy)

Agile Software Development (LinkedIn Learning)

EXPERIENCE:

ICT Infratech, Mumbai, Maharashtra, India

June 2018 – Aug 2018

Software Developer Intern

- Developed Media Player to stream audio/video content on devices with company's own routers
- Used power of Optical Character Recognition and designed application to detect handwritten notes and convert into digital notes to store and share across network
- Estimated proposal for line following robot for warehouse management for 60 KG and 200 KG
- Researched on Bluetooth beacons technology to generate a solution for school and commute attendance system

ACADEMIC PROJECTS:

Uncovered Media, Stevens Institute of Technology, Hoboken, NJ

Fall 2019

- Created a web based platform to share about local and more value adding news / events in surroundings as well as events creating global impact
- Devised web pages in HTML, CSS and Bootstrap holding core UI/UX design of project
- Constructed database in MongoDB executing required queries with promises in Node JS
- Integrated Google MAP's API for geo-location purpose and Google CAPTCHA API to provide additional security

OCR for Visually Impaired, Mumbai University, Mumbai, India

Spring 2019

- Built a stand-alone project to come up with a solution for visually impaired, resolving communication and disability of fluency to interact with surrounding environment
- Implemented technologies such as Google Mobile Vision, NLP, OCR, Text to Speech, Face and Object Detection using OpenCV and Python to complete project

Chess in Virtual Reality using Unity3D and Blender, Mumbai University, Mumbai, India

Spring 2019

- Led team of 5 with Feature Driven Development approach to achieve goal with 43% cost reduction and 80% acceptance rate
- Encouraged youth towards more brain development games with advantages such as memory formation and cognitive skills, aggression control, reduce stress and boost immune system

Robotic Fish using Arduino Nano, Mumbai University, Mumbai, India

Spring 2017

- Designed and engineered a robotic fish for surveillance, a generic model with sensors and equipment for wide range of applications from surveillance to strategic infiltration
- Programmed Arduino Nano and built Motor driver circuits from scratch reducing 33% cost

PUBLICATIONS:

Published research paper on Underwater Pick and Place Arm in IOSR Conference

May 2018

IOSRJEN [ISSN (e): 2250-3021, ISSN (p): 2278-8719, Volume 15, PP 32-37]

Published research paper on Bus Tracking System in IOSR Conference

May 2018

IOSRJEN [ISSN (e): 2250-3021, ISSN (p): 2278-8719, Volume 15, PP 01-04]

ACTIVITIES:

Committee Chair -Indian Graduate Student Association, Developers Student Club Member

Chief Event Coordinator and Assistant Publicity Head of IEEE Student Chapter

Volunteered with NGOs, Summer Military Training Course

Available Summer 2020