

# AWWAB WADEKAR

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## Education

**Veermata Jijabai Technological Institute, Matunga**

Sep. 2024 - Present

Second Year B.Tech in Computer Engineering. CGPA - **9.63**

**Wilson College of Arts, Commerce and Science**

Aug. 2022 - May. 2024

MHT-CET - **99.94%ile (Rank 153)** — HSC - **93.5%** — JEE-Mains - **97.6%ile**

## Relevant Coursework

- DSA
- Discrete Mathematics
- Neural Networks
- Machine Learning
- Computer Networks
- Deep Learning
- Operating Systems
- DBMS
- Linear Algebra
- Artificial Intelligence
- Theory of Computation
- COA

## Projects

**Train Your Foes** 📄 | *C#, Unity*

Jul. 2025 - Oct. 2025

- Engineered a professional **2D platformer** game featuring **turn-based combat** with dynamic player and enemy interactions.
- Implemented **Q-Learning reinforcement AI** for the boss character, enabling adaptive and engaging battle strategies.
- Designed and optimized modular **Unity components** including **Assets, Prefabs, and Scenes** for scalable development.
- Performed iterative **testing and debugging** with multiple playtesters to identify and resolve performance and gameplay issues.

**2D Car Driving Game** 📄 | *C++, SFML*

Sep. 2024 - Oct. 2024

- Developed a **2D car driving simulation** inspired by retro mobile titles using **C++** and the **SFML graphics library**.
- Built reusable **object-oriented components** leveraging SFML classes such as *RectangleShape*, *FloatRect*, and *Text*.
- Implemented **custom UI systems** including menus, pause/resume logic, and high score persistence entirely from scratch.
- Packaged the project as a standalone **Windows executable** and conducted extensive **playtesting and optimization**.

**AI-Powered Device Health Monitor** 📄 | *PyQt5, Streamlit, Supabase, ChromaDB, RAG*

Nov 2025 – Present

- Architected a distributed diagnostics platform combining a **PyQt5** desktop agent for real-time telemetry with a **Streamlit** cloud dashboard.
- Integrated an **Agentic AI** engine using **RAG (ChromaDB)** to autonomously diagnose anomalies by correlating live metrics with technical documentation.
- Engineered a secure backend on **Supabase** featuring Google OAuth and edge-based ML inference for zero-latency threat detection.

## Technical Skills

**Languages:** C, C#, C++, Python, HTML/CSS, JavaScript, TypeScript, PostgreSQL, MySQL

**Developer Tools:** Git/Github, VS Code, Google Colab, Kaggle, Jupyter, Supabase, Arch Linux, Copilot

**Technologies/Frameworks:** Unity, React, Tailwind CSS, Langchain, Streamlit, PyQt, Numpy, Pandas, Matplotlib

## Extracurricular

**Member** | *CP Club, Community of Coders, VJTI*

Oct. 2024 - Present

- Practiced for Competitive Programming under guidance of seniors, solving over **1000** problems over all platforms such as *LeetCode*, *Codeforces*, *CodeChef*, etc.

**Mentee** | *Project X, VJTI*

Jul. 2025 - Present

- Successfully completed Project on **Game Development** with **Reinforcement Learning**, under the guidance of seniors. Contributed to Open source under **Hacktoberfest** and received guidance for **GSoC**.

**Mentee** | *Inheritance (CoC), VJTI*

Oct. 2025 - Present

- Successfully completed Project on **System Monitoring** with **AIML**, under the guidance of seniors. Contributed to **Inheritance 2025**.

## Achievements

- Achieved **LeetCode Guardian Badge** 🏆 (*top 5% of users 1600 rated or higher*) as well as reached **Codeforces Expert** 🏆 rating (*max. rating 1650*) under **Competitive Programming** and **Data Structures and Algorithms** domains.
- Got **1st** in Community of Coders, VJTI's **Code Rush** and Route Rush contests as part of the Codeverse flagship event.
- Got **2nd** rank in KJSSE's annual coding competition Codespree.
- Qualified **IICPC Regionals 2026** by being among the top 600 (**279th**) ranked participants among 9000 participants in Prelims.