

Parth Vasave

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EDUCATION

University of Mumbai <i>B.E. in Computer Science and Engineering (Data Science)</i>	Expected 2026 Mumbai, India
MSBTE, Mumbai <i>Diploma in Computer Engineering</i>	2019 – 2022 Mumbai, India

EXPERIENCE

Android Developer Intern <i>Internship (As Part of Diploma)</i>	Oct 2021 – Feb 2022
<ul style="list-style-type: none">– Collaborated in a small team to design and develop features using Android Studio, focusing on user-centric design.– Utilized Kotlin, Android Jetpack components, and JSON parsing to build dynamic and scalable features.	

PROJECTS

BrewUpdate <i>Python, Brew CLI, macOS</i>	GitHub
<ul style="list-style-type: none">– Built a lightweight GUI-based Python app to visualize and manage HomeBrew packages on macOS systems.– Allows users to list packages, inspect directory and file access permissions, and manage file-level security settings.– Implemented update checking, package removal, and permission modification features using Brew CLI integration.	
SupplyFlow - Inventory Management System <i>React, Node.js, MongoDB, Socket.io</i>	GitHub
<ul style="list-style-type: none">– Built a full-stack inventory management system with React.js and Node.js, implementing supply chain algorithms like Economic Order Quantity (EOQ), Reorder Point (ROP), and ABC analysis.– Developed real-time analytics dashboard with Chart.js visualizations, automated reorder alerts via Socket.io– Engineered MongoDB database with optimized schemas and business logic, JWT-based authentication with role-based access control, and RESTful APIs handling inventory operations for enterprise-scale deployment.	
STEGANO <i>Next.js, TypeScript, React, Tailwind CSS, ShadCN UI</i>	GitHub Live
<ul style="list-style-type: none">– Built a web-based LSB steganography tool enabling users to hide and extract secret messages within image pixels using client-side processing.– Implemented 32-bit message length encoding with 15+ error handling scenarios, ensuring 100% client-side processing for enhanced privacy.– Designed responsive UI with React Hook Form, ShadCN components, and Tailwind CSS, featuring tabbed interface for encoding/decoding operations.	
Video Game Sales Forecasting <i>Python, Prophet, Pandas, Matplotlib</i>	GitHub
<ul style="list-style-type: none">– Developed time series forecasting model using Facebook Prophet to predict video game industry sales trends from 64,000+ records from 2024.– Performed comprehensive data preprocessing and aggregation on VGChartz dataset, handling missing values and creating cumulative sales metrics for accurate trend analysis.– Achieved predictive modeling with 95% confidence intervals, generating actionable insights for market analysis and business planning in the gaming industry.	

TECHNICAL SKILLS

Languages: Python, SQL, JavaScript, TypeScript	Databases: MySQL, Firebase, MongoDB
Frameworks: React, Next.js, Node.js, FastAPI	Tools: Git, Docker, AWS, Vercel

CERTIFICATIONS & COURSES

- **Harvard University: CS50 Introduction To Computer Science**
- **University of Helsinki Programming Python MOOC 25**
- **HackerRank SQL Basic & Intermediate Certification**
- **SimpliLearn Supply Chain Management Certification**