Parth Kharwar

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Education

The Ohio State University, Ohio

Master's in Computer Science and Engineering

Vidyalankar Institute of Technology, Mumbai University, India

2016 - 2020

Bachelor of Computer Engineering

CGPA: 8.78 / 10

Work Experience

Parsimony LLC. Jun, 2020 – Jul, 2021

Software Developer

- Developed ERP features specifically for the Amazon Marketplace
- Contributed features and bug fixes to OSS ERPNext and Frappe
- Built a browser extension in VueJS to access SOPs across websites
- Redesigned and built several client-facing web pages and user dashboards

Cerebranium OU Apr, 2020 – Jun, 2020

Mobile Application Developer

- Developed a Doctor-Patient mobile-first health platform using Flutter
- Focused on symptom monitoring during the COVID-19 pandemic

Bloomstack (formerly DigiThinkIt Inc)

Dec, 2019 – Jan, 2021

Software Engineering Intern

- Developed customisations for the Cannabis industry in the USA
- Worked on Microservice architecture and trained in Dev Ops

Freelance Web Developer

Sep, 2018 - Present

- Business website for <u>Priyaanka Shah</u>, <u>Clinical Psychologist</u>
- Artists portfolio and store for Just Craftin' by Anishka
- Company website for <u>Natech Solutions India Pvt. Ltd.</u>

Skills and Coursework

Development Skills

- Programming: Python, C, C++, Java, Flutter, Dart
- Frameworks: Ionic, VueJS, NestJS
- Databases: MySQL, PostgreSQL, PHP, Firebase
- Web Development: HTML, CSS, JQuery, JavaScript, Tailwind and Bootstrap
- Other: Computer Vision with OpenCV and TensorFlow, Kivy

Relevant Coursework

Machine Learning, Artificial Intelligence, Computer Vision, Robotics, Natural Language Processing

Other Skills

- Extensive experience with Windows and Linux development environments
- Experienced in MS Office, Git and GitHub, Google Collab and Jupyter and CLI Dev tools

Soft Skills

- Leadership: Student Mentor, Chairperson and Events Head at the Computer Society of India, VIT
- Teamwork Skills: Lead Curator and Managing Committee Member for TEDxVIT

Publications

Research Paper on Accessible and Ethical Data Annotation with the Application of Gamification.

Presented at REDSET 2019. Published in Springer: CCIS

Projects

FlexSmart - Fitness Trainer

- Mobile application using Ionic to monitor an individual during exercise
- Posture analysed using Pose Estimation in TensorFlow JS with Mobile Net
- Corrects posture in real-time with visual and audio alerts

TourTime - A Virtual Tour Guide

- Mobile application using Ionic to identify a landmark from a captured image
- Data server in NestJS and image recognition using TensorFlow in Python
- Admin dashboard using VueJS for system management and overview

RunTime - Tyre Pressure Monitoring System

- Mobile application using Python Kivy to monitor tyre pressures in real-time
- Dashboard for overview and management of all vehicles in a fleet

RecidenC - Hotel Management Software

- Developed using data structures and the C graphics library
- Aimed at demonstrating the use of data structures in complex management systems

A complete overview of projects is accessible on my website