Pratyush Sharma pratyush8850@gmail.com | +91–9769947324,+91-8850619618

EDUCATION

PROGRAM	BOARD/UNIVERSITY	INSTITUTION	GPA (Out of 4)/ %	ACADEMIC YEAR
B.Tech(Computer Science) – Semester -1	SVKM's NMIMS	Mukesh Patel School of Technology Management & Engineering (MPSTME)	3.08	2022-2023
B.Tech(Computer Science) – Semester -2	SVKM's NMIMS	Mukesh Patel School of Technology Management & Engineering (MPSTME)	3.63	2022-2023
B.Tech(Computer Science) – Semester -3	SVKM's NMIMS	Mukesh Patel School of Technology Management & Engineering (MPSTME)	3.55	2023-2024
B.Tech(Computer Science) – Semester -4	SVKM's NMIMS	Mukesh Patel School of Technology Management & Engineering (MPSTME)	3.20	2023-2024
XII	CBSE	Yak Public School ,Khopoli	86%	2021-2022
X	CBSE	AECS-2,AnushaktiNagar	90.6%	2019-2020

HIGHLIGHTS/ EXPERIENCE

- Sr. Exec for (Operation Management) at **Microsoft Students Club, MPSTME**, Mumbai **(2024, Full-Time).**
- Summer Intern at **Nuclear Power Corporation Of India Limited (NPCIL)**, Mumbai **(2024, On-Site).**
- Summer Intern at **Grazitti Interactive**, Panchkula **(2024, Remote).**
- Summer Intern at **Shri Krishna Enterprises**, Chandigarh **(2023).**
- Teacher/Mentor at **Sri Sri Ravishankar Vidya Mandir (SSRVM)**, Dharavi,Mumbai **(2023).**
- Secured First Position in Football and Debugging at the intercollegiate Competition of Bhavna College.
- Secured First Position in Hackathon at the intercollegiate Competition of Chandrabhan Sharma College,
- Secured First Position in Football at the intercollegiate Competition of L R Tiwari College.

ACADEMIC PROJECTS

- **Safe Robotic Transit(First Semester)**
  Under the guidance of Dr. Kuntal Chakrabarti, our team of two successfully developed a secure robotic transit system. This autonomous robot is proficient in obstacle avoidance during its movement. Programming Arduino UNO in C Language.

- **Console-based mathematical game for two players –in C++(Second Semester)**
  Project for turn-based mathematical game where the user competes against the computer to reach a target number.

- **2D space-invader game in Python(Second Semester)**
  Our Team of three developed a 2D space-invader game using the Pygame library in Python. The player controls a spaceship with left and right arrow keys and shoots bullets with the space key. The goal is to avoid enemy spaceships and shoot them down to earn points.

- **Suggesting Mutual Friends On Social Media Using Graphs(Third Semester Project)**

  We team of three implemented a social network friend suggestion system in C++. The project includes a "Friend Suggestion" class managing user relationships through an adjacency matrix. Users can be added and connected as friends, forming a friendship graph. The system generates friend suggestions by evaluating second-degree connections, counting mutual friends, and sorting suggestions based on the number of mutual connections.

- **Mental Health And Well Bieng App (Fifth Semester Project)**

  We team of four developed a mental well-being app using Java in Android Studio to help users track moods, identify patterns with a color-coded calendar, and receive personalized self-care suggestions. The app featured proactive risk assessments, access to professional support, and a user-friendly interface for seamless navigation.

SOFTWARE SKILL SET

- C++
- MySQL
- Java
- Understanding of Data Structure and Algorithms
- Python
- Web Development Technologies like HTML,CSS,CSS FlexBox and JavaScript, Node, Angular
- Microsoft Excel
- AutoCad
- App Development Technologies like Android Studio

CO-CURRICULAR ACTIVITIES

- Interests include listening to music and playing football.

LANGUAGES

- English
- Hindi (Native)
- Interests include listening to music and playing football.