Yashwant Bhosle

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Summary

I am Yashwant Bhosle, student of B.Tech Computer Science and Engineering student at Deogiri Institute of Engineering and Management Studies. Detail-oriented and motivated aspiring data analyst and game developer with hands-on experience in data cleaning, visualization, and predictive modeling. Skilled in Python, SQL, and game development tools like Unity, with a strong foundation in AI, cloud computing, and UI/UX design. Adept at collaborating with teams to deliver data-driven insights and immersive digital experiences. Eager to apply analytical and programming skills to real-world challenges in dynamic environments.

Education

Deogiri Institute of Engineering and Management Studies, Aurangabad, MH

2021 - 2025

B.Tech in CSE

CGPA- 6.77

Chh.Sambhajinagar, Maharashtra

Saraswati jr. college, Nanded, MH

2019 - 2021

HSC Percentage: 92%

Nanded, Maharashtra

Gujarti High School, Nanded, MH

2019

SSC Percentage: 84.8%

Nanded, Maharashtra

Experience

NexGen Analytix

February 2025 - Present

Currently interning at NexGen Analytics, contributing to data cleaning, visualization, and predictive modeling using Python and SQL. Collaborate with teams to generate actionable insights and support data-driven decision-making. Working with tools like Excel, Power BI, and Tableau to analyze and present findings effectively.

SAFAR 3D Role Playing Video Game

June 2024 - Present

Working on Safar, an adventure-based game emphasizing immersive storytelling and engaging gameplay. Involved in game design, coding mechanics, and UI development using Unity and C#. Collaborating with a small team to build a visually rich and interactive experience. Gaining hands-on experience in game development, testing, and iteration.

IBM Skills Build by AICTE

December 2023 – January 2024

Engaged in the IBM Skills Build program by AICTE, developing practical skills in artificial intelligence, cloud computing, data analytics, and emerging technologies. Applied hands-on learning through projects and exercises to strengthen technical knowledge and problem-solving abilities.

Projects

Masterwheels - Car Trading Website

February 2023

Designed and Developed dynamic web platform for buying and selling new and used cars during my second year of engineering. The website featured a user-friendly UI, built with HTML, CSS, JavaScript, and Bootstrap, and a robust back end powered by PHP and MySQL. It offered efficient management of listings and seamless user interactions for an intuitive trading experience.

Sign Language Translator

June 2023

Python-based application capable of translating sign language into text and text into sign language. Leveraged libraries like OpenCV and TensorFlow for real-time sign detection and interpretation. This project aimed to enhance accessibility by enabling seamless two-way communication between sign language users and non-signers.

Websploiter – Web Vulnerability Scanner

September 2024

Designed and developed Websploiter, a tool for scanning and identifying vulnerabilities in web applications. The project incorporated techniques to detect common security issues, such as SQL injection, XSS, and broken authentication, providing actionable insights to improve web security.

Technical Skills

Programming Languages: Python, SQL, HTML, CSS, JavaScript

Data Analysis & Visualization: Data Cleaning, Data Visualization, Predictive Modeling, Excel, Power BI, Tableau

Game Development: Unity, Unreal Engine, Game Design, Gameplay Mechanics, UI/UX for Games

Design & 3D Tools: UI/UX Design, Blender

Other Skills: Team Collaboration, Problem Solving, Analytical Thinking

Extracurricular

- Volunteered as a **Core Selection Exam Coordination in** Google Developers Students Club, DIEMS
- Successfully Completed Infosys Springboard Course in Data Science
- Successfully completed course AWS Cloud Architecting