VINIT SAWANT

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SUMMARY

- I'm a computer engineering student who enjoys building cool things with code — from mobile apps and games to AI tools. I've worked on projects using Java, Python, Flutter, and NLP. I'm always looking to learn new stuff, improve my skills, and work on tech that solves real problems.

EDUCATION

DY PATIL INSTITUTE OF TECHNOLOGY   Pimpri ,Pune
B.E in Computer Science   *SEPT 2021 – JULY 2025*

MT BALWADKAR JR. COLLEGE (State Board)   Pune, India
HSC (11th–12th)   *Aug 2019 – Aug 2021*

SNBP INTERNATIONAL SCHOOL (CBSE Board)   Pune, India
Graduated 2019

PROJECTS

Independent Project: Resume Analyzer   Sept 2023 – Oct 2023
Software Developer (Python, Streamlit, NLP)   *Remote*

- Created an AI-powered resume analyzer that parses PDF resumes and compares them to job descriptions
- Used NLP to extract and match keywords; built an interactive Streamlit interface for real-time scoring
- Implemented intuitive user feedback and performance metrics

Java Console App: MLBB Analyzer   March 2023 – April 2023
Lead Developer (Java)   *Remote*

- Built a console-based tool to track Mobile Legends match stats — hero names, kills, assists, win/loss
- Designed a hero counter system that analyzes enemy draft picks to recommend optimal counters
- Utilized OOP principles and clean CLI input/output formatting

Mobile App: Gaming Tournament Platform   Jan 2023 – Feb 2023
Full Stack Developer (Flutter, Dart, NoSQL)   *Remote*

- Developed a mobile platform to host, register, and manage online gaming tournaments and practice matches
- Integrated user management, game lobby creation, and backend NoSQL database support
- Built intuitive UI screens using Flutter with responsive layouts and real-time match tracking

Experimental Terminal Project: Symbiote Life Simulator   June 2024 – Ongoing
Systems Programmer (C, Game Logic)   *Personal Project*

- Creating a text-based RPG-like life simulator with dark moral decision trees and psychological stat tracking
- Implements branching story logic, dynamic stat mutation, and "Symbiote Awakening" system
- Designed to simulate memory corruption, player loss-of-control, and trauma through gameplay mechanics

TECHNICAL SKILLS

Languages: Java, Python, C, HTML/CSS
Developer Tools: VS Code, IntelliJ, Eclipse
Libraries: pandas, NumPy, Matplotlib

INTERESTS

- Experimenting with new dishes, strength training, exploring global cinema, reading fictional and mindset driven non-fiction, and playing badminton.