

# RISHAB UMESH GADATARANAVAR

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Bagalkote, Karnataka - 587102, India

## OBJECTIVE

To leverage my problem-solving abilities and technical aptitude to contribute to innovative software solutions, while continuously learning and growing in a dynamic development environment.

## EDUCATION

- Basaveshwar Engineering College** 2022 - 2026  
Bachelor's in Computer Science and Engineering Bagalkote, India
- Vidyaniketan Science PU College, Hubli** April 2022  
Pre-University Education Hubli Dharwad, India
  - Percentage: 86.83%
- K R C E Society's English Medium School, Bailhongal** June 2020  
Karnataka Secondary Education Examination Board Belgavi, India
  - Percentage: 95.52%

## SKILLS

- Programming Languages:** Java, Python(Basics), C programming
- Web Technologies:** HTML, CSS, Javascript
- Database Systems:** Mysql, MongoDB
- Core concepts:** OS, OOPS, CN, DBMS

## PROJECTS

- Smart Attendance Management System**
  - Designed and developed a Smart Attendance Management System leveraging facial recognition technology to automate attendance marking and tracking.
  - Integrated real-time tracking and automated report generation, significantly improving accuracy and reducing manual effort.
  - Utilized computer vision and machine learning frameworks such as OpenCV and Python for face detection and recognition.
  - Built a scalable full-stack solution with Flask (or Node.js) backend and a secure database for efficient attendance data management.
- Banking System**
  - Developed a simple console-based Banking System in Java with functionalities for account creation, login, deposit, withdrawal, and fund transfer.
  - Applied Object-Oriented Programming (OOP) principles to structure code efficiently and enhance maintainability.
  - Utilized HashMap to manage multiple user accounts and transactions effectively within the system.
  - Implemented basic password authentication to ensure secure user access and data handling.

## KEY ACHIEVEMENTS

- Co-organizer in WAVE hackathon conducted in BEC College.
- Participated in the Innovate X Hackathon conducted at BEC.
- Volunteer of BEC-IEEE.
- Gained hands-on experience in UI/UX technology at workshop.