

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