



SAHIL SAMEER DESHPANDE
College : College of Engineering, Pune
Course : B.Tech, Computer Engineering,
2025
Email : sahhildeshpandde@gmail.com
Mobile : 8799979808
CGPA : 8.28

ACADEMIC DETAILS

Subjects / Electives	Principles of Programming Languages, Programming for Problem Solving, Data Structures and Algorithms
Technical Proficiency	Java ,C++ Language,, Django, JavaScript, C Programming, HTML + CSS , MySQL, Machine Learning, PHP, Networking, Linux, React, Angular, Node.js, Express.js, Flask, Vue.js, PostgreSQL, SQLite, Git, Github, DataBase Management, Rust

PROJECTS

Implementation of Text Editor using Compressed Tries - Data Structures May 2023 - May 2023 https://github.com/Sahil-Deshpande-2003/Text_Editor_Using_Compressed_Tries

- This project involves the use of **Compressed Tries** to create a text editor. The text editor supports the auto-complete feature.

Binary Calculator using Linked List - Data Structures Apr 2023 - Apr 2023 https://github.com/Sahil-Deshpande-2003/Binary_Calculator

- This project involves the replication of a Binary Calculator using **Linked List**.
- The main idea behind this project is that there is a limit to the range of an integer so we can't exceed that range while performing mathematical operations. However, there is no such range for a linked list. So we can use a linked list to perform mathematical operations involving large numbers

2048 Game Project - Python Oct 2022 - Oct 2022 https://github.com/Sahil-Deshpande-2003/2048_Game_Project

- 2048 is a popular puzzle game played on a 4x4 grid.
- The objective is to combine tiles with the same numbers, starting with two "2" tiles, to create a tile with the number 2048.
- With each move, the player can slide the tiles in one of the four cardinal directions (up, down, left, or right).
- When two tiles with the same number collide, they merge into one tile with double the value.
- New tiles, usually "2" or "4," randomly appear on the grid after each move.
- The game ends when the grid is filled with tiles and no more valid moves are possible, or when the player successfully reaches the 2048 tile
- This project involves the creation of 2048 game using **tkinter module** in Python.

Huffman Coding - Python Aug 2022 - Sep 2022 https://github.com/Sahil-Deshpande-2003/Huffman_Coding

- Huffman coding is a compression algorithm that assigns variable-length codes to different characters in a given dataset.
- It is based on the principle that frequently occurring characters are assigned shorter codes, while less frequent characters are assigned longer codes.
- By using shorter codes for commonly used characters, Huffman coding reduces the overall size of the encoded data, resulting in efficient compression.
- The algorithm works by constructing a **binary tree**, known as the Huffman tree, where each leaf node represents a character and the path to each leaf node represents its corresponding code.
- Huffman coding is widely used in various applications, including file compression and data transmission, to achieve efficient storage and transmission of information.

Library Management - Django HTML CSS Jun 2022 - Jun 2022 <https://github.com/Pratima4003/RPOOP>

- This project involves the use of **HTML, CSS, and Django** to create a library management system in which the user can issue and return a book, whereas the librarian can observe the issuers of a book and he/she can also add a new book to the system.

POSITION OF RESPONSIBILITY

Blue House Prefect - Centre Point School

Apr 2018 - Feb 2019

Looking after the discipline of the school.

Collaborating with other school leaders, including the School Captain, teachers, and administrators, to achieve common goals.

I was a part of the organization team for events such as Founder's Day, Sports Day,Fete, and Concert

EXTRA CURRICULAR ACTIVITIES

Computer Science

Member of Computer Society of India, COEP Tech Student Chapter

CERTIFICATIONS

CERTIFICATION	CERTIFYING AUTHORITY
Data Structures and Algorithms in C++	Coding Ninjas
Data Structures and Algorithms in Python	Coding Ninjas
Introduction to Python	Coding Ninjas

