

Sahil Bane

I am a developer with a strong interest in projects that require both conceptual and analytical thinking, proficient in both back-end and front-end frameworks. My passion lies in learning about the latest technologies.

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📍 Maharashtra, India

EDUCATION

BE in Electronics and Computer Science | 2024

Fr. Conceicao Rodrigues College of
Engineering *CGPA: 9.78.*

HSC | 2020

Pace Junior Science College.
Percentage: 83.69%

SSC | 2018

Childrens Academy Group of Schools.
Percentage: 91.19%

EXTRA CURRICULUM

- Secured 3rd position in Mumbai Hackathon held at Don Bosco Institute of Technology.
- Secured 2nd position in Design Championship in 2016 and 2017 consecutively.

ADDITIONAL INFORMATION

Date of Birth: 24 - 04 - 2002

Languages Know: English, Hindi, Marathi

TECHNICAL SKILLS

Languages Known:

- Python • Java • C • HTML
- CSS • JavaScript • C++

Familiar with:

- Android Studio • Unreal Engine
- PostgreSQL • Firebase
- NodeJs
- ExpressJs, MongoDB

PROJECTS

Campgrounds - This is a website for patient registration that allows users to locate various campgrounds all around the world and select any campground according to them. This website also allows users to review and rate every campground accordingly. The website was created using HTML, CSS, JavaScript, NodeJs, ExpressJs, MongoDB was used as a Database.

Volume Hand Control – An OpenCV project using python which controls the volume of the device using finger gestures by calculating the distance between the index finger and the thumb. The volume increases as the distance increases and decreases vice versa. This was done by HandTracking using OpenCV with the help of which we could perform mathematical calculations so as to get the desired output.

Semblance Unmasker— This is a Vibe/Emotion Research Project using Python, OpenCV and Deep Learning Algorithms to detect emotion/vibe of a particular student and a group of students. This will help teachers guide in a desired way according to the average vibe of the whole class, which will be calculated on the basis of the vibe of each student.

Asthagraha— An educational game aimed at providing planetary knowledge to school students and also ask quizzes based on the information provided during the game flow. Game was made using **Unreal Engine 4** and the models were made in **Blender**. It is compatible on Android devices. The game is deployed on Playstore.