Gaurav Sonar

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EDUCATION

Bachelor of Technology (B. Tech) in Computer Science and Engineering   *2019 - 2023*
Godavari College Of Engineering, Jalgaon   *Current CGPA: **8.67**/10*
Coursework: Data Structures, Algorithms, Software Engineering, DBMS, Computer Networks, Operating Systems, OOPS with Java, Compiler Design, Unix System Programming, Artificial Intelligence, Robotic Process Automation.

High School Examination   *2017 - 2019*
Janata High School, Neri   *Percentage: **71.85**/100*

Secondary School Examination   *2016 - 2017*
Janata High School, Neri   *Percentage: **82.20**/100*

WORK EXPERIENCE

IT Digi Solutions   ***Remote***
Frontend Intern   *January 2021 – June 2021*

- I work here as intern and I work on Developing Websites. I get to learn about diversity and inclusion, develop my leadership skill and expand my network.
- Created entirely new **Web Page** in Frontend **using HTML, CSS, JavaScript** & frontend frameworks like **Node.JS.**

PROJECTS

Movie Tickets Booking System in Java ⤢   *Java, MySQL*

- In this project we book ticket using online movie Ticket reservation system. We enter into Web page by logging with User Name and Password. Then we select the Movie and later in which Theatre movie is running. Later choose Show Timings and enter no of tickets you want Finally it displays the details of the procedure and print the form to show at respective ticket counter to get ticket.
- The main purpose of our online ticket booking system is to provide an alternate and convenient way for a customer to buy cinema tickets. It is an automatic system. After the data has been fed into the database, the staff does not need to do anything with the order once it is received through the system. The Technologies uses in this Projects are Java and MySQL.

Cartoonify an Image Using Machine Learning ⤢   *Python, Machine Learning*

- In this project we aim to transform images into its cartoon. Yes, we will CARTOONIFY the images. In this project I use OpenCV and python language. Python is the pool of libraries. It has numerous libraries for real-world applications. One such library is OpenCV. OpenCV is a cross-platform library used for Computer Vision. It includes applications like video and image capturing and processing. It is majorly used in image transformation, object detection, face recognition, and many other stunning applications.
- In this project to convert an image to a cartoon, multiple transformations are done. Firstly, an image is converted to a Grayscale image. Yes, similar to the old day's pictures.! Then, the Grayscale image is smoothened, and we try to extract the edges in the image. Finally, we form a colour image and mask it with edges. This creates a beautiful cartoon image with edges and lightened colour of the original image.

SKILLS

Programming Languages: C/C++, Java, JavaScript, Python
Database Management Systems**:** Relational Databases (SQL, MySQL)
Frameworks and Tools**: Basic** Node.JS
Others**:** HTML, CSS, Boostrap, Basic Machine Learning

ACHIEVEMENTS

- **International Journal of Innovative Research (IJIR)**   July 2021
  • Published paper in IJIR on a project **Robotics: "A New Way of Lifestyle"**.
- **IT C Competition, Jalgaon**   Mar 2021
  • Secured a position in Top 10 finalist, held at IT Digi Solutions at Jalgaon on March 31st 2021.