

SHUBHAM PHATALE

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EDUCATION

New York Institute of Technology, New York

Expected May 2025

Masters in Computer Science

University of Mumbai, India

Graduated 2020

Bachelor of Engineering in Information Technology

TECHNICAL SKILLS

Programming Languages: Dart, Swift, React.js, Java, Python, HTML, CSS, JavaScript, TypeScript, PHP

Frameworks and Tools: Flutter, React-Native, Android, iOS Development, Xcode

Database Management: SQL

Version Control: Git, GitHub, SVN

Cloud Services: Firebase, Amazon Web Services

WORK EXPERIENCE

MIT Global Consultancy Pvt Ltd., India

December 2022 - August 2023

Flutter Developer

- Contributed to the development of an iOS native app with a team of 30 members, adding modules and optimizing code to provide a 20% reduction in errors and a notable improvement in user experience.
- Independently led the creation of an internal Flutter-based attendance app, streamlining employee administration and work assignment, resulting in a 15% improvement in overall work efficiency.

Phatale Machineries, India

July 2022 - December 2022

Software Developer

- Created the first all-inclusive product sales application, generating a startling 30% increase in sales using video ads and educational product info. created an interface that is easy to use and intuitive.
- Redesigned inventory management with MVC, MySQL, and PHP, ensuring accurate stock levels for quick order processing and reducing inventory errors by a staggering 40%.

Zeki Software Solutions Pvt Ltd., India

October 2021 - July 2022

Software Developer

- Led a group of 5 developers in redesigning an Android application, including a token redemption system that increased user retention by 20%. Customer loyalty rose as a result of this offer.
- Consistently updated and maintained app for optimal quality and accessibility on the Play Store and App Store, resulting in a 10% decrease in bug complaints and a 15% increase in app ratings.

Multy Graphics, India

October 2020 - October 2021

Mobile Application Developer

- Enhanced application performance and user experience by addressing flaws, adding interactive features, and maintaining GitHub repositories. Reduced app crashes by 25%.

LEADERSHIP EXPERIENCE

Technical Head | Association for Computing Machinery SAKEC

August 2019 – October 2020

- As ACM Student Chapter's Technical Head, I led a 10-member team, tackled complex challenges, and earned recognition for exceptional leadership and contributions.

ACADEMIC PROJECTS

Team Member | Academic Project | Enhancing Predictive Accuracy

September 2023 – December 2023

- Collaborated together as a team on a big data project analyzing COVID-19 data, helping to put AWS S3 and PySpark's EMR into practice.
- Played a significant part in processing and assessing data using RMSE and the GBT Regressor for precise predictive modeling. The study resulted in a more accurate COVID-19 trend prediction model.

Team Member | Final Year Project | Career Guide Application using ML

August 2019 – April 2020

- Co-developed an app aiding students in choosing careers aligned with their abilities and interests, achieving an ideal accuracy rate of 65%. Implemented a chatbot to enhance user interaction.
- 'Career Guide Application using ML', a research paper co-authored and published on IRJET, Volume 7, Issue 9, September 2020

Team Lead | Android Project | Bus Reservation System

May 2019 – December 2019

- Led the design and creation of an advanced bus reservation application, showcasing expertise in software architecture and user-centric design. Delivered a seamless and efficient bus reservation experience for users.