

# SHUBHAM PHATALE

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## EDUCATION

New York Institute of Technology, New York

Expected June 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, Bootstrap, PHP

Database Management: SQL

Version Control: Git, SVN

Frameworks: Flutter, React Native, Android, Xcode

Cloud Services: Firebase, Amazon Web Services

## WORK EXPERIENCE

MITS Global Consultancy Pvt Ltd., India

December 2022 - August 2023

### Flutter Developer

- Contributed to the development of an iOS native app for 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 twenty percent. 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.