

SHUBHAM UPADHYAY

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Education

Sinhgad Academy of Engineering, Savitribai Phule Pune University, Maharashtra, India <ul style="list-style-type: none">Computer Engineering GPA: 7.93	2021 - 2025 (expected)
The Vatsalya School, Pune, Maharashtra, India <ul style="list-style-type: none">AISSEE (Class XII), Aggregate: 92.8%	2019 - 2020
The Vatsalya School, Pune, Maharashtra, India <ul style="list-style-type: none">AISSE (Class X), Aggregate: 93.4%	2017 - 2018

Skills

HTML | CSS | JavaScript (Basic) | Python | C++ | SQL/PLSQL | DSA | OOPS

Positions of Responsibility

National Service Scheme (NSS) SAE, Kondhwa Management Team Member	August'22 - Present
<ul style="list-style-type: none">Actively participating and contributing towards the social activities held by the NSS unit of my college.Have been an event-head for the "No Tobacco Day" event held to aware students the demerits of tobacco consumption at an early age & during being a student.	
Cypher Cell, SAE, Kondhwa Member	January'23 - Present
<ul style="list-style-type: none">Actively participating in fulfilling the vision of the club, to encourage students to start taking interest towards creating a coding culture in the college.Have won a 3rd price in one of the coding competitions held by the club.	

Certifications

- Completion of Python 3.4.3 Training | Issued Dec 2022 | Credential ID 3254575LGO | Spoken Tutorial [IIT Bombay]
- Elements of AI: Introduction to AI | Issued Oct 2022 | <https://certificates.mooc.fi/validate/a4ksk5fac6> | University of Helsinki

Achievements

- Cleared the 1st phase of a hackathon organized by EkStep Foundation, NASSCOM Foundation, Futureskills Prime & ONDC which was hosted on the HackerEarth platform. Also managed to submit a prototype for the 2nd phase.
- Received 3rd position in the coding competition held by the Cypher Cell of the college.
- Received Student of The Year award in year 2018 issued by the Times NIE.

Projects

Self-Project| Wake-ON LAN

- Software to remotely access the computer over the connected network (LAN).
- The user can wake a computer from its sleep or shut state.
- It only requires a minimum Internet connection.
- User can easily use its device connected to the same network as of the target computer to command it for boot-up. The software sends a magic packet containing set of codes to the specific target or all of the devices connected over the network to boot-up.
- Language: Java
- Concepts used: Basics of Computer Networking and its topologies