

# SHUBHAM SARJERAO PHAPALE

**Enrollment no : BT21CSE111** 

B. Tech - Computer Science and Engineering Visvesvaraya National Institute of Technology, Nagpur **25/10/2003** 

+91-9356448825

shubhamphapale.com shubhamphapale10@gmail.com

in linkedin.com/in/shubham-phapale

github.com/ShubhamPhapale

#### **EDUCATION**

QUALIFICATION	INSTITUTE	YEAR	CGPA
B.Tech. CSE	VNIT Nagpur	Currently 4th	8.39 of 10
CLASS XII(HSC)	Maharashtra State Board	2021	82.17%
CLASS X(SSC)	Maharashtra State Board	2019	94.20%

#### **EXPERIENCES**

# Research Intern - VNIT Nagpur

(Oct 2023 - Present)

• Working under Professor Poonam Sharma on Monitoring and modelling spatio-temporal urban growth using Cellular Automata and geoinformatics with application of Deep Learning and Image Processing.

# Student Portal VNIT [WebApp] - WEB DEVELOPER

(July 2023 - Present)

• Developing and Maintaining the Student Portal Website of VNIT with a team of 12 Members including 4 Alumni of VNIT. Tech-Stack: Html, Css, Bootstrap, Javascript, Node.js.

#### **PROJECTS**

# Assignment Management Software System [GitHub]

(February 2023 - April 2023)

- Developed an Assignment Management Software System using C, implementing linked lists and later optimising it with B-Tree data structures to enhance functionality and reduce time complexity.
- Managed student assignments progress and completion with a comprehensive tracking system.

# **Custom Unix Shell [GitHub]**

(August 2023)

- Developed an intuitive fully functional custom *Unix-like* shell in C with support for single, parallel, sequential, output redirection, and pipeline commands, enhancing command execution options.
- Enhanced user control by integrating advanced signal handling for Ctrl+C (SIGINT) and Ctrl+Z (SIGTSTP).

# Snake AI [GitHub]

(July 2023)

- Developed an AI agent for the Snake Game using a Tabular Reinforcement Learning method, enabling the agent to learn and improve from past experiences.
- Created the Snake Game environment and implemented the Q-Learning algorithm with PyTorch.

### Personal Portfolio [GitHub]

(March 2024)

• Developed a dynamic personal portfolio website using html, css and JavaScript. Currently integrating a database.

# **TECHNICAL SKILLS**

- **Programming Languages**: C, C++, Python, Latex.
- Database: MySQL.
- **Software Development**: Html, Css, JavaScript\*, Angular\*.
- Developer Tools: Git, Linux, Fusion360, Matlab, LLVM-slim, Unity Game Engine.
- ML Tools: NumPy, Pandas, MatplotLib, OpenCV, Scikitlearn\*. \* Limited Proficiency
- Areas of Interest: Cyber Security, Game Dev, Linux.

# **POSITIONS OF RESPONSIBILITY**

- Member Chess Club VNIT Nagpur.
- Organiser Axis'24 technical fest of VNIT Nagpur.
- Representative for Junior Scientist VNIT Nagpur.
- Organiser National Entrepreneurship Olympiad.

### **EXTRA CURRICULAR ACTIVITIES**

#### **COURSEWORK**

- Operating Systems, Computer Networks, DBMS, Design and Analysis of Algorithms, Language Processor.
- Data Structures I & II, Object Oriented Methodology.
- Neuro Fuzzy Techniques, Theory of Computation, Concepts in Programming Languages, Discrete Mathematics.
- Image Processing, Linear Algebra, Probability & statistics.
- Machine Learning [Certificate].
- Neural Networks and Deep Learning [Certificate].

# **ACHIEVEMENTS AND HONOURS**

- Secured Maharashtra rank 43 in MHTCET 2021.
- Among **Top 1 Percent** in **JEE mains and Advanced** 2021.
- Scored 325/450 marks in BITSAT for BITS Pilani 2021.
- Among **Top 5** Competitive Programmers of VNIT on CF.

- Won Silver medal in Chess and Handball and Bronze in Singing at Institute Gathering.
- Practiced Indian Classical Music for 10+ years.
- Practicing YOGA regularly since 2015.
- Conducted a webinar for students from village area regarding awareness about competitive exams.