

# Soham Ovhal

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## SUMMARY

Computer Engineering student with hands-on experience in software development and robust backend systems, adept at writing high-quality, maintainable code with a focus on security and design. Proficient in C++, C#, Java, and Python, with a strong foundation in Data Structures and Algorithms (DSA) and Object-Oriented Programming (OOP). Experienced in contributing to all phases of software development, building full-stack features, integrating APIs, and deploying solutions using Microsoft Azure.

## TECHNICAL SKILLS

- **Languages:** C++, C#, Python, Java, SQL, JavaScript.
- **Web/Cloud:** React.js, Node.js, REST APIs, HTML, CSS, Tailwind CSS, Microsoft Azure.
- **Tools and Platform:** Git, GitHub, Visual Studio, Postman, AWS.
- **Concepts:** OOP, SDLC, Agile, CI/CD, DBMS, Data Structure and Algorithms.

## EDUCATION

<b>Pimpri Chinchwad College of Engineering(PCCOE)</b> <i>Bachelor of Technology, Computer Engineering CGPA:- 8.01/10</i>	Pune, Maharashtra 2021 - 2025
<b>Namo Rims Junior College</b> <i>HSC Percentage:- 89</i>	Pune, Maharashtra 2019 - 2021
<b>Hume McHenry Memorial High School</b> <i>ICSE Percentage:- 82</i>	Pune, Maharashtra 2009 - 2019

## EXPERIENCE

<b>Software Development Intern</b> <i>VSQUARE</i>	Feb. 2024 – Apr. 2024 <i>Remote</i>
<ul style="list-style-type: none"><li>• Enhanced system security by implementing regular expression (regex) validation and comprehensive bug fixes for login mechanisms, resulting in a 40% reduction in unauthorized access attempts and enhanced authentication reliability.</li><li>• Designed and implemented a bidirectional communication layer between C# and Python, enabling seamless cross-platform feature integration and contributing to a 25% boost in user engagement and retention.</li><li>• Built and optimized backend data services on Microsoft Azure, minimizing API call volume and storage overhead through efficient data retrieval and caching strategies.</li><li>• Followed the complete software development lifecycle (SDLC): planning, development, testing, and deployment.</li><li>• Collaborated with cross-functional teams and followed Agile processes to meet sprint targets.</li></ul>	

## PROJECTS

<b>SmartMeasurer</b>   <i>C#, Augmented Reality, Android Development</i>	<a href="#">GitHub Link</a>
<ul style="list-style-type: none"><li>• Developed an Augmented Reality (AR) mobile application to accurately measure real-world object lengths in real time.</li><li>• Developed and maintained C#-based input handling, real-time data visualization, and dynamic UI rendering using Unity's UI toolkit, demonstrating a focus on design and maintainability.</li><li>• Demonstrated expertise in AR software development, touch-based input systems, and mobile deployment workflows.</li></ul>	
<b>Interactive Item Management System</b>   <i>C#, Unity(Game Engine)</i>	<a href="#">GitHub Link</a>
<ul style="list-style-type: none"><li>• Developed a 2D interactive inventory and item-assembly application using C# and Unity Game Engine, focusing on clean architecture and scalable code structure for high maintainability.</li><li>• Implemented modular components, event-driven architecture, and state management systems to support dynamic workflows and user interactions.</li><li>• Managed the full software development lifecycle (SDLC) — from system design and feature development to testing, debugging, and deployment.</li><li>• Utilized object-oriented programming (OOP) principles to create reusable and testable components, ensuring high-quality code.</li></ul>	