

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

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

EXPERIENCE

Software Development Intern <i>VSQUARE</i>	Feb. 2024 – Apr. 2024 <i>Remote</i>
<ul style="list-style-type: none">• 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.• 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.• Built and optimized backend data services on Microsoft Azure, minimizing API call volume and storage overhead through efficient data retrieval and caching strategies.• Followed the complete software development lifecycle (SDLC): planning, development, testing, and deployment.• Collaborated with cross-functional teams and followed Agile processes to meet sprint targets.	

PROJECTS

SmartMeasurer <i>C#, Augmented Reality, Android Development</i>	GitHub Link
<ul style="list-style-type: none">• Developed an Augmented Reality (AR) mobile application to accurately measure real-world object lengths in real time.• 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.• Demonstrated expertise in AR software development, touch-based input systems, and mobile deployment workflows.	
Interactive Item Management System <i>C#, Unity(Game Engine)</i>	GitHub Link
<ul style="list-style-type: none">• 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.• Implemented modular components, event-driven architecture, and state management systems to support dynamic workflows and user interactions.• Managed the full software development lifecycle (SDLC) — from system design and feature development to testing, debugging, and deployment.• Utilized object-oriented programming (OOP) principles to create reusable and testable components, ensuring high-quality code.	