

Soham Ovhal

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SUMMARY

I am Computer Engineering Graduate from Pimpri Chinchwad College of Engineering,Pune(PCCOE) with hands-on experience in Java, Python, C++, and C#. Skilled in writing secure, maintainable code and contributing across the SDLC, with strong DSA and OOP fundamentals.

TECHNICAL SKILLS

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

EDUCATION

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

EXPERIENCE

Software Development Intern <i>VSQUARE</i>	Feb. 2024 – Apr. 2024 <i>Remote</i>
<ul style="list-style-type: none">• Enhanced authentication security using regex validation and resolved critical login bugs.• Built a C#-Python communication bridge to enable cross-platform integration.• Contributed across the full SDLC in an Agile environment to deliver on-time releases.• Used REST APIs and Postman for backend integration and testing.• Applied CI/CD practices to streamline deployments and reduce release issues.	

PROJECTS

MovieHunt <i>React.js, Tailwind CSS, TMDB API, Appwrite</i>	GitHub Link
<ul style="list-style-type: none">• Developed a movie search app using React.js with live data from TMDB API.• Implemented Appwrite backend to log search terms and analytics.• Used React Hooks and modular components for state and UI management.• Integrated REST API with secure auth via environment variables.	
SmartMeasurer <i>C#, Augmented Reality, Android Development, Unity</i>	GitHub Link
<ul style="list-style-type: none">• Developed a mobile application to measure real-world object height using Augmented Reality (AR) and camera input.• Implemented touch-based input handling and surface detection using C# and AR Foundation in Unity.• Designed and rendered interactive UI components to visualize measurements in real-time on Android devices.• Applied software design principles to ensure modularity, responsiveness, and scalability across mobile platforms.	
Interactive Item Management System <i>C#, Unity</i>	GitHub Link
<ul style="list-style-type: none">• Built a 2D item management application with dynamic inventory and object assembly using C#.• Implemented event-driven architecture and custom state management to support real-time user interactions.• Applied OOP principles to develop scalable, testable, and reusable modules.• Managed the full Software Development Lifecycle (SDLC) including design, development, testing, and debugging.	