PRAJWAL ACHWALE

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EDUCATION

Vishwakarma Institute of Technology   Pune, MH
Bachelor of Technology in Computer Science(CGPA : 8.68)   *Dec. 2021 – May 2024 (Expected)*

Purnamal Lahoti Govt. Polytechnic   Latur, MH
Diploma in Computer Engineering (Per : 97.14)   *Aug. 2018 – May 2021*

EXPERIENCE

Freelance App Developer   Aug. 2021 – July 2022
***Skills**: React-Native, React JS, Git, Redux-toolkit*   *Remote*
- Collaborated closely with clients to understand their requirements, translate them into technical specifications, and deliver high-quality mobile solutions and Created user-friendly interfaces and integrated third-party APIs to enhance app functionality and user experience.
- Utilized version control systems, particularly Git, to manage source code and collaborate with other developers working on larger projects.

React-Native Intern   Aug 2021 – Oct 2021
Batbird Inc.   *Remote*
- Assisted in developing key features and functionalities of the app, including user authentication, data retrieval from APIs, and real-time notifications.
- Responsible for App designing and provide smooth UI of the application
- Designed and developed App Similar to Dream 11, where user can earn money by playing quizes
- **Tools and Technologies**: React-Native, Redux, VCS (git)

PROJECTS

Blockchain Based Land Registries System (Group Project) | *Solidity, React, Javascript, Firebase, Node JS* 🔗
- A user-friendly portal created to make land registration process easy-to-go. Buyer, Seller and Government supervisor all the three roles accounted in single website.
- Designed and developed a decentralized blockchain network using Ethereum platform and Solidity smart contracts to enable secure and immutable recording of transactions and events throughout the supply chain.

Engineering Admission Application | *React-Native, React-Hooks, Firebase* 🔗
- A platform which show details (Collages Ranking, Placement Details, Fees Structure, etc.,) all engineering collages in Maharashtra and integrated Google map API which give exact location of collage.
- Implemented Map feature to get exact location of collages using Google Map Api's.
- Developed Realtime database in firebase to store the details of collages i.e. cutoff, fee structure, placement, etc,.

Google Dino Game In Java | *Core-Java, Java-Swing, Applet programming* 🔗
- Developed the game using Java programming language and the Java Swing framework for graphical user interface.
- Implemented the game mechanics, including the dinosaur's jumping and obstacle detection, and scoring system.

CODING PROFILE / ACHIEVEMENT / CO-CURRICULAR

- **Leetcode** | **Profile :-** max: 1680 rating & in top **13% users** on Leetcode & solved **700+ Problems**
- **GeeksForGeeks** | **Profile :-** **112** rank on GeeksForGeeks & **200+ Problems** Solved.
- Qualified for the **semifinal** of **FLIPKART GRID 4.0** hackathon and my team was among the **top 1300 teams** out of **0.15 million teams**.
- Volunteer at Go-Green activity, SW&D Club, VIT: Visited Orphanage & did some social activities like tree plantation & Swachtha Abhiyaan

TECHNICAL SKILLS

Languages: Java, C,C++, SQL, JavaScript, HTML/CSS,
Frameworks: Git, React, React-Native, MongoDB, NodeJS, Talwind CSS, Bootstrap, Redux
Relevant Courses: Data Structures & Algorithms, Operating System, Database Management Systems, OOP