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EDUCATION

Degree	${\bf Institute/Board}$	CGPA/Percentage	Year
Master of Technology	Indian Institute of Technology, Ropar	8.13 (Till 2nd Sem)	2022-2024
Bachelor of Technology	Pune University	9.13	2017-2021
HSC	Maharashtra State Board	72 %	2017
SSC	Maharashtra State Board	88 %	2015

EXPERIENCE

• Persistent Systems

July 2021 - July 2022

Software Developer

Pune

- Worked as a Salesforce Developer
- Used Technologies APEX,Java,C++.

• SBProduction Nov 2019 - Nov 2020

Game Developer

Kopargaon

- Worked as a Indie Game Developer
- Developed 2D and 3D games using Unity Engine, C# and Deployed on Play store.

PROJECTS

• Visual Memory Simulator

August 2023 - Present

Dr. Neeraj Goyal

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- Developing a Cache simulator where one can visualize a memory and understand internal working of cache, Memory accesses
 for different programs.
- Fruit Qaulity Detection and Classification using Deep Learning

Mar 2023 - May 2023

Dr. Neeraj Goyal , Dr. Mukesh Saini

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- Developed a Web Application which captures an image using camera, detects fruits among it and classify it into fresh or rotten category.
- Identification using Sclera Segmentation

Feb 2023 - Mar 2023

Dr. Puneet Goyal

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- Performed a sclera segmentation for identification of a person using Deep Learning models.
- Analyzed performance of Unet, Segnet, FCN models for segmentation.
- Morphing

 Jan 20

Dr. Puneet Goyal

Jan 2023 - Feb 2023 gitlink

- Morphed One Human Face into another using Delaunay Triangulation in Python.

• AIMS Portal Oct 2022 - Nov 2022

Dr. V. Gunturi

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- Developed Desktop Database Application like AIMS portal to register into courses using Python, SQL
- Multiplayer Snake Game

Dec 2019 - Apr 2020

Personal Project

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- Developed a Multiplayer Snake Game using Doubly Linked List in C++.

TECHNICAL SKILLS

- Programming Languages: Assembly, C, C++, Java, Python
- Simulators: Champsim(Cache), Ramulator(DRAM)
- Skills: Web Development, Data Structure and Algorithms, Computer Architecture
- Tools & Technologies: Salesforce ,APEX, SQL,Rest API's
- Operating System: Linux, Windows

KEY COURSES TAKEN

- CSE: Algorithm & Data Structure, Computer System, Image Processing, Machine Learning
- Maths & Others: Linear Algebra, Probability, Memory System Architecture

Positions of Responsibility

• Teaching Assistant, Computer Architecture, Computer Systems, IIT Ropar

Jan. 2023 - Present

• Owner, SBP roduction, Indie Game Developement Company

Apr. 2018 - Apr. 2020

MISCELLANEOUS

• Cleared Gate exam, Gate Percentile 98.92%

2022 2019

• Academic Performance, Won two Coding Competition in BTech

2013

• Achievements, Gold Batch in Problem Solving on Hackerrank

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