

DIVYESH GAJANAN GAYGOL

B.Tech Computer Science Engineering Student

PROFILE SUMMARY

Passionate Computer Science Engineering student specializing in Gaming Technology with a strong foundation in multiple programming languages and frameworks. Experienced in developing mobile applications, AI-powered solutions, and web applications. Committed to continuous learning and staying updated with the latest technologies in software development and the gaming industry.

PROJECTS

PollingAPI

Spring Boot | PostgreSQL | REST API

- Developed a scalable RESTful API using Spring Boot to manage polls, allowing users to create, vote, and retrieve poll results in real time.
- Implemented secure authentication and authorization using JWT for user access control.
- Designed and optimized PostgreSQL database schemas to handle multiple concurrent polls and high-frequency voting.
- Integrated error handling, and validation for better error understanding.
- Focused on performance and scalability, ensuring efficient handling of large datasets and concurrent requests.

HealthMetricPlus

Kotlin | Jetpack Compose | Firebase

- Developed a mobile app for fitness enthusiasts to track daily progress and monitor health metrics.
- Built with a modern, declarative UI using Jetpack Compose for a responsive user experience.
- Powered by Firebase for real-time data storage, user authentication, and backend services.

SentimindAI

FastAPI | React | Gemini API

- Created an AI-powered application to analyze customer feedback and complaints from text data.
- Leveraged the Gemini API for advanced sentiment analysis and tone determination.
- Enabled customer support teams to effectively prioritize inquiries and responses based on sentiment scores.

AniFetch

Express.js | Jikan API | JS

- Built a web application that provides comprehensive anime information using the Jikan API.
- Features include search, detailed profiles, seasonal catalogs, and ratings.
- Implemented content-based filtering by year, season, and content rating for a tailored user experience.

EDUCATION

B.Tech Computer Science Engineering

Vellore Institute of Technology, Bhopal

Specialization in Gaming Technology | Expected Graduation: May 2027

CONTACT INFO

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TECHNICAL SKILLS

Languages: Kotlin, Python, C/C++, Java, JavaScript

Frameworks: FastAPI, Node.js, Express.js, Spring Boot

Tools & APIs: Gemini API, PostgreSQL, MongoDB, Firebase, SQL

LANGUAGES

- Marathi
- Hindi
- English

CERTIFICATIONS

- Unity and C# Basics (Meta - Coursera)
- Python Certification (CodinGame)
- C++ Certification (CodinGame)