

Shrinath Hinge

Pune, India | +91 9975952349 | shrinathhinge0303@gmail.com | [LinkedIn](#) | [GitHub](#) | [HackerRank](#)

PROFILE

Aspiring Software Developer (2026 Batch) skilled in Python, Java, C++, Web Development, OOP, and DSA with hands-on experience in Machine Learning, Database Management, and Version Control. Seeking to apply technical expertise as a Software Development Intern with the goal of advancing into a Software Engineer role.

EDUCATION

Bachelor of Engineering (B.E.) – Computer Science Engineering

Modern Education Society's College of Engineering, Pune

Expected Graduation: 2026 | Current Aggregate: **[7.5]**

SKILLS

Programming Languages: Python, Java, C++, JavaScript, C#

Web Development: HTML5, CSS3, Three.js, Web Application Development

Databases: MySQL, MongoDB, NoSQL (**Database Management**)

Version Control: Git, GitHub (Branching, Pull Requests, Collaboration)

Core Competencies:

- Object-Oriented Programming (OOP)
- Data Structures & Algorithms (DSA)
- Machine Learning Models (Scikit-learn, Pandas, NumPy, Matplotlib)
- Agile / Scrum Development Practices
- Debugging, Unit Testing, and Problem Solving

CERTIFICATIONS

- **Unity:** [Jr Programmer](#)
- **Accenture:** [Data Analytics](#)
- **GitHub:** [GitHub Foundations Part 1 of 2](#)

EXPERIENCE

Software Development Intern – Firebird VR, Pune

Jun 2025 – Sep 2025

- Contributed to the development of VR-based applications and interactive 3D environments using Unity (C#).
- Assisted in designing and implementing game mechanics, physics-based interactions, and immersive VR experiences.
- Collaborated in an **Agile team environment**, using **Git/GitHub** for version control and code reviews.
- Supported **testing, debugging, and optimization** of VR applications for better performance and user experience.

PROJECTS

Game & VR Projects (Unity, C#)

- *Asteroid Shooter (Unity, C#)* – Developed a 2D game with collision detection, scoring system, and difficulty scaling.

- *LightFront VR (Unity, C#)* – Created a VR-based educational game demonstrating reflection and refraction with physics-based light simulations.

Three.js / WebGL Projects (JavaScript, Web3D)

- *Focus Web App (Three.js, WebGL, JavaScript)* – Built an interactive 3D galaxy environment with shaders, textures, and 40Hz binaural beats to improve focus.
- *Haunted House 3D Experience (Three.js, WebGL, JavaScript)* – Designed an immersive haunted house with realistic lighting, textures, and animations, optimized for browser performance.

Web Development Projects (JavaScript, HTML, CSS, REST APIs, MySQL)

- *Online Food Delivery Web App (JavaScript, HTML, CSS, REST APIs, MySQL)* – Developed a full-stack app with authentication, profile management, and order placement, integrating REST APIs for backend communication.

POS system for Gargi Garage And Spare

- *A POS system for Spare Parts Shop (HTML, CSS, TelwindCSS, JavaScript, Python, flask, JSON)* – A simple web-based Point of Sale (POS) system for managing parts, customers, and billing for a two-wheeler garage and spare parts shop.