VISHAL SURESH PANGE

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EDUCATION

University of Utah **Salt Lake City, UT**

Master of Science: Computer Science (GPA: 3.9/4) ***May 2024***

Relevant Coursework: Advanced Algorithms, Computer Architecture, Deep Learning, Computer Vision, Visualization for Scientific Data, Serverless Computing, Advanced Operating System, Business Aspect of Security and Privacy, Software and System Security, Applied Software Security Testing

Savitribai Phule Pune University **Pune, India**

Bachelor of Engineering: Computer Science (CGPA: 9.52/10) ***May 2022***

TECHNICAL SKILLS

Programming Languages: Java, Python, SQL, C/C++, R, Html, CSS, JavaScript, XML
Cloud: AWS, Google Cloud
Platforms/Tools: Serverless, Spring, Git, Django, Flask, PyTorch, Anaconda, JupyterNB, Android Programming
Core Competency: Teamwork, Adaptability, Critical Thinking, Problem Solving

WORK EXPERIENCE

Graduate Teaching Assistant, University of Utah *Jan 2023 – May 2024*

- Serving as a Teaching Assistant for course **Web Software Development** and previously for **Deep Learning for Image Analysis**.
- Responsibilities include developing engaging course content, addressing student inquiries, grading assignments and exams, and conducting one-on-one sessions to resolve students' doubts.
- Led an engaging tutorial on **Pandas** and **NumPy** for a diverse class of **80+** students, making complex data manipulation and analysis techniques accessible and understandable.

PTC Software, Research and Development Intern *Aug 2021 - May 2022*

- Core Mobile App Development **(Android)** Intern within the Onshape Team of PTC, focusing on the Onshape CAD App.
- Managed database operations, **REST APIs**, and collaborated with **UI/UX** developers to refine product design.
- Led the redesign and implementation of a cutting-edge login flow for the Onshape CAD app, optimizing **API** integration and improving user experience metrics by streamlining authentication processes and reducing login times by **40%**.
- Successfully deployed updates to the Google Play Store (Onshape 3D CAD).

Persistent Systems, Academic Intern *Jun 2021 - Aug 2021*

- Computer science fundamentals training and practice on coding and algorithms, computer networks, system design, object-oriented programming.

VCoach Academy, Web Development Intern *Aug 2020 - Oct 2020*

- Engineered and deployed the company website, integrating daily widgets and collaborating closely with the design and operations teams to enhance the site's structure and design. Utilized **Firebase** for real-time updates.
- Integrated **Google Analytics** to track user geography, enabling data-driven decisions for deploying targeted updates and improvements through Firebase.

PROJECTS

College ERP System

- Developed a College ERP System using **Django** and **SQLite**, enhancing knowledge of web development and database management. Included features for students, staff, and HOD accounts.
- Implemented functionalities for staff to manage attendance, results, and reports, while enabling students to access their attendance and academic performance data.
- Utilized **HTML**, **CSS**, **JavaScript**, and **Chart.js** for the front end, creating an interactive and user-friendly interface for the ERP system.

Serverless Notes Application

- Engineered a **Serverless** Notes Application using **AWS Lambda**, encompassing features like adding, deleting, searching, and retrieving notes, streamlined through the Serverless Framework.
- Enhanced the application with a custom spell checker for grammar and spelling errors, alongside a feature to count the total words in a note, leveraging advanced algorithmic solutions.

Indian Student Association - University of Utah (UofU) – Official Website

- Spearheaded the development of the Indian Student Association UofU's official website as the sole developer, showcasing community events through a responsive design.
- Employed HTML, CSS, JavaScript, and Bootstrap to create a user-friendly interface, enhancing engagement and accessibility for the student community. Link - Indian Student Association

Garbage Classifying Application Using Deep Learning Techniques

- Developed an Android application utilizing **VGG-16**, **ResNet50**, and **Simple CNN** models for distinguishing between garbage and non-garbage in roadside images, integrating transfer learning technique through which got the accuracy of up to **96%**.
- Created functionality to automatically report the location to **Firebase** when an image is identified as garbage, enhancing environmental cleanliness efforts.