ADNAN SADAR

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EDUCATION

Vishwakarma Institute of Technology, Pune, India

Bachelor of Technology in Information Technology, GPA:7.91

Expected May 2022

St. Marys' Junior College, Pune, India

12th, 82.3%

2016 -2018

St. Marys' School, Pune, India

10th, 91%

2005 -2016

SKILLS

Languages: Python, Java, C, Shell Scripting, PHP, CSS

Databases: SQL

Tools: Git

Libraries/Frameworks: OpenCV, Numpy, Pandas, Matplotlib

EXPERIENCE

Core Committee Member, REDX VIT

September 2018 - April 2019

- Responsible for managing all social media handles like Twitter, Facebook and Instagram.
- At REDX the members identify global problems, come up with solutions and then implement a project for countering it.
- Was a part of the core committee which involved planning sessions for students and also helped with the technical work involved in these events.

PROJECTS

Home Automation Project

September 2018 - December 2018

- Created an Android app which communicated with the Arduino Uno using the bluetooth microcontroller.
 where lights can be turned on/off by just clicking on the buttons in the Android app.
- Also added a voice module feature to this app which makes it convenient by just giving voice commands on your phone. All this can be done up to 20 feet range.

Analyzing and Visualizing Rent Data

February 2019

- Analyzed and Visualized the American Community Survey (ACS)'s latest batch of 1-year data using Numpy, Pandas and Matplotlib. The 2014 rent 1-year data was released in September. Downloaded the 2010 and 2014 rent data.
- Downloaded ACS median contract rent data and the annual estimates of resident population from 2010-2014 from the Census Bureau's American FactFinder Website.
- These data sets cover every U.S. metropolitan and micropolitan area for which the ACS gathers rent data. Some metro
 area names and IDs changed between 2010 and 2014, in which instances had to be mapped to one another.

Home Security Project

February 2019 - May 2019

This is a home security system which uses Raspberry Pi 3, PIR sensor is used to detect the presence of an intruder using
passive infrared rays. This triggers the Pi Camera which is also connected to the RPi. The Pi camera captures the
image and stores it in the firebase. The user will receive an email containing pics of the intruder and also an alert on the
Home Security Android app created.

Avoid The Obstacle Game

January 2020

• This is a basic game implemented in **Java** language mainly using **JFrame** testing OOP fundamental concepts. This project starts off right from the base by first selecting the player image then slowly building on to adjust the background image and adding enemies and detecting collision between the player and the enemy.

ACTIVITIES