BHAVESH KANOJE

Student Intern

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SUMMARY

Enthusiastic and driven Student with expertise in AI, web development, and cross-platform development. Eager to contribute to innovative projects, I'm a member of IEEE UTD CSVTU, focusing on impactful solutions. Recent projects include a student database system, dynamic webscraping website, and augmented reality in education. Committed to diversity and giving back, I'm proficient in Python, C++, Flutter, and more. Participated in prestigious events like GDG in IIT Bhilai and showcased a project at 47th Jawaharlal Nehru National Science and Mathematics Exhibition."

EXPERIENCE

Student member

IEEE

12/2022 - Present

As an active IEEE member, I actively participated in numerous webinars hosted by professionals, enriching my knowledge in diverse areas. Additionally, I volunteered in various local events at our university, including Idea competitions and Quiz competitions, collaborating seamlessly with teammates.

My involvement with IEEE has not only broadened my technical skills but also enhanced my leadership qualities and improved team communication for effective meeting coordination. Being a part of IEEE has been instrumental in developing my professional skills and contributing to my personal growth."

EDUCATION

Bachelor of Technology - BTech(honours), Artificial Intelligence

Senior secondary

Kendriya vidyalaya no.2 raipur chhattisgarh

TRAINING / COURSES

web designing using node JS((devtown)(google)	flutter&dart (udemy)
amazon web services (aws) (coursera)	cloud computing (udemy)
webdevlopment (ITM UNIVERSITY)	Hack -4 community (AVESH'23) (GEC RAIPUR)
extendee ai(kk modi university)	gdc fieldops fellowship program(pupilfirst)

STRENGTHS

(python),(c),(c++),(R language), (matlab),(flutter&dart),(blender), (Node js),(express js),html,css

(unity engine),(sql),(excel),(data structures),(dbms),(opps),(data visualization),(ai),(ml)

SKILLS

CSS	HTML	web o	devopment
android development flutter & dar		flutter & dart	
XML	Artificial Intelligence		
Python	thon machine learning		
Cloud C	omputing	g Uı	nity Engine
Augmei	nted Real	ity	
object o	oriented p	rogram	nming
neural r	networks	_	
databas	se manag	ement	mongodb
computer organisation SQL			
Data Structures Data Visualization			
node.js	amaz	on web	services
Javascı	ript BI	ender	EXCEL
Firebas	e Mat	lab	R Language

ACHIEVEMENTS



PARTICIPANT

47TH Jawaharlal Nehru National Science and Mathematics Exhibition



CREW LEADER

UTD(CSVTU) BHARAT ROVERS & RANGER



ZONAL GAMES

REPRESENTED (UTD CSTU)



CSIR(CENTRAL INSTITUTE OF MINING AND FUEL RESEARCH, BILASPUR)

VISITER UNDER JIGYASA PROGRAM



TRITIYA SOPAN

BHARAT SCOUT & GUIDE

PROJECTS

Admin and client app (android development)

CSVTU BHILAI

Artificial Intelligence (AI) is a game-changer in automating student database management tasks like data entry and report generation. I specialize in using <u>JavaScript</u>, <u>XML</u>, and <u>Firebase</u> to create efficient and responsive systems. AI-powered chatbots provide instant support for students and faculty, enhancing overall user experience

Webscrapping website (web development)

GEC RAIPUR

The web scraping website project is a dynamic platform designed to extract data from diverse websites, empowering users to efficiently gather and analyze information. This tool revolutionizes the data collection process by automating the extraction from the web, featuring a user-friendly interface for inputting requirements and obtaining well-organized results. With a backend powered by Python and a frontend crafted with HTML and CSS, this solution is invaluable for researchers, businesses, or anyone looking to streamline the extraction of data from online sources.

Agumented reality enhancing education (cross platform development)

CSVTU BHIALI

The concept is to develop target-based augmented reality with the goal of revolutionizing education, providing a highly immersive and comprehensible learning experience for children. The innovation involves introducing an app specifically designed to transform static 2D images from study materials into interactive 3D models. Leveraging **Blender** for 3D modeling, **Unity** for cross-platform development, and **Vuforia** for augmented reality, this initiative aims to elevate the educational landscape by seamlessly merging technology with the learning process.

EXTRACURRICULAR ACTIVITIES:

æ	swimming
3	gaming
	Editing
	exploring (external