Dev Lad

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OBJECTIVE: Motivated and detail-oriented .NET Developer with a strong foundation in backend web development, object-oriented programming, and cross-functional project experience. Completed a 6-month backend development internship using C# and .NET, with additional hands-on work in AI, game development, and data science. Seeking an entry-level developer role to apply and expand my skills in a growth-oriented, collaborative environment.

EDUCATION

College: Birla Vishvakarma Mahavidyalaya (BVM)   Anand, Gujarat
Field: Information Technology (2025)

Other Courses:

NPTEL Internet of things.
NPTEL Deep learning.
Udemy C# unity game development.

INTERNSHIPS

Azilen Technologies.   Ahmedabad, Gujarat(2025)
Duration of Internship: 6 months.
Subject: Backend web Development.
Learnings:
- Developed and optimized APIs using C# and .NET.
- Collaborated with senior developers to implement RESTful services and backend logic.
- Gained experience in debugging, unit testing, and working in agile teams.

Invisible Fiction.   Anand, Gujarat(2024)
Duration of Internship: 4 weeks.
Subject: Game Development.
Learnings:
- Created interactive game mechanics using Unity and C#.
- Implemented gesture controls using MediaPipe for real-time hand tracking.

SmartSense consulting solutions Pvt. Ltd.   Anand, Gujarat (2023)
Duration of Internship: 2 weeks.
Subject: Data Science and Analytics.
Learnings:
- Gained exposure to Python, NumPy, Pandas, and machine learning basics.
- Conducted data preprocessing and basic analytical modeling.

PROJECT EXPERIENCE

Title: Event classification in cricket with AI.
Description:
- Developed a video classification system using CNNs and LRCNs for segmenting and classifying clips.
- Combined CNN for spatial features and LRCN for temporal sequences, using pre-trained models for feature extraction.
- Built a MERN stack web app with a Node.js/Express.js backend and a React frontend for displaying results.

Title: Gesture Controller.
Description:
- Developed a gesture controller in Unity using MediaPipe for real-time hand tracking and gesture recognition.
- Enhanced interactivity and control within Unity applications by integrating machine learning frameworks.

TECHNICAL SKILLS

Backend & Web Dev: C#, .NET, Node.js, Express.js, React.js, JavaScript, HTML
Databases: MongoDB, MySQL
Game Development: C#, Unity, MediaPipe.
AI & Data Science: Python, NumPy, Pandas, Machine Learning Basics

LANGUAGES

Hindi | Gujarati | English.