DHRUV KOTHARI

OBJECTIVE

I'm an IT student who enjoys building things—whether it's with code, hardware, or creative tools. I've worked on projects involving AR, IoT, and video content, and I'm always looking for hands-on ways to learn and grow. I'm excited to contribute to teams where I can combine my curiosity, creativity, and technical skills to build something meaningful.

EDUCATION

Bachelor of Technology in Information Technology (2024 – Present)
KJ Somaiya College of Engineering, Mumbai

Hiranandani Foundation School, Thane (2018 – 2024)
Completed curriculum under both ICSE and ISC boards.

TECHNICAL SKILLS

- **Programming:** Basic knowledge of Python, and C++
- **AR Development:** Unity, ARFoundation
- **Video Editing:** Proficient in DaVinci Resolve
- **Hardware Prototyping:** Raspberry Pi, ESP32, Sensor integration
- **Web Development:** HTML, CSS
- **Cloud & AI:** Gen AI Study Jams on Google Cloud (Compute, Storage, API Gateway, Looker, Dataplex, Workspace Tools, Functions, App Engine, Speech API, Vision API, Vertex AI, Gemini)
- **Problem-Solving:** Practiced on CodeChef and HackerRank

EXPERIENCE

Video Editing & Creation Intern NextGen Solutions, March 2025 – May 2025
Designed Canva posts and created video content to promote NextGen's brand on Instagram; contributed to a promotional reel and collaborated on visual storytelling for social media presence.

Digital Marketing Team – Video Editing KJ Somaiya College of Engineering, 2025 – Present
Editing and optimizing video content for the official Instagram account; enhancing engagement through strategic storytelling and polished visuals.

Tech Team Member Team Vision KJSSE, 2025 – Present
Worked closely with a team to design and model a city and cargo ship in Blender for a crane simulator project. Created 3D assets in GLB format for use in Unreal Engine. Engaged in AR/VR development and related technical tasks.

Hardware Intern eFarm KJSCE, February 2025 – March 2025
Built an automated irrigation system using Raspberry Pi, soil moisture and DHT11 sensors, and a motor to control water flow. Focused on IoT integration and sensor-driven automation for efficient plant watering.

Winter Intern – Software Team (AR) Team Vision KJSSE, Dec 2024 – Apr 2025
Built an interactive AR periodic table using Unity; implemented image recognition to spawn elements and generate compounds by scanning reference images. Collaborated on development, testing, and optimization to deliver a polished educational tool.

PROJECTS & ACHIEVEMENTS

- **Realms Hackathon Winner (Entertainment AR)** February 2025
  Developed an AR-based mobile experience for Jehangir Art Gallery; awarded 1st place under the tourism problem statement.
- **Innovathon 2025 Winner** March 2025
  Led a data science project on early identification of financial fraud in small businesses; secured 1st place among multiple teams.
- **Eco Water System – IoT Smart Irrigation** April 2025
  Designed an automated plant irrigation system using ESP32, DHT11, and soil moisture sensors. Built a responsive web interface hosted locally on the ESP32, with a companion Android app via MIT App Inventor. System monitors real-time environmental data and controls a water pump via relay based on soil dryness.

SOFT SKILLS

- Strong organizational skills with attention to detail and accuracy
- Quick learner, adaptable to new tools and technologies
- Effective time management and multitasking abilities
- Strong collaboration and communication skills