

Dhruv Shah

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Pune, India

Education

Vishwakarma University, Pune, India

Nov 2022 – Present

B.Tech in Computer Science & Engineering

MAEER'S MIT School of Polytechnic, Pune, India

Jul 2019 – Jul 2022

Diploma In Computer Engineering

Grade : 78.51%

S.M Choksey High School, Pune, India

Jul 2010 – Jun 2019

Class X - SSC

Grade : 75.20%

Experience

• **Intern, CodixLabs, Pune, India**

Jun 2021 – Sep 2021

- Automated the process of sending emails to multiple contacts using Node.js
- Designed and built an iOS Application for a client.
- Designed and built a superfast and responsive website for a client using Angular, TypeScript, and Node.js.
- Designed UI for the website using Figma.

Projects

• **What Game Should I Play (wgsip.gg) | AngularJS, Angular ,TypeScript, Node.js, PHP**

- Worked collaboratively with team members in creating a web application using Angular, Node.js and TypeScript.
- Designed and implemented the UI.
- Implemented the use of image scraper.
- Worked on IGDB API to retrieve and display the data from API.

• **Engineering Fitness | Swift, AngularJS, Angular , PHP, TypeScript, Node.js, Express.js**

- Worked collaboratively with team members in creating a web application using Angular, Node.js and TypeScript.
- Designed and implemented the UI for iOS application.
- Designed and implemented the UI, managed database and domain related services for web application.
- Tokenized user registration and role management using JWT.

• **RigXtreme | JavaScript, PHP, HTML, CSS, Swift**

- Created a Custom computer build helper website.
- Designed and implemented UI.
- Created an iOS app using Swift.
- Used WKWebView Kit for iOS.

- **Basic Archer Game** | *C#, Unity*
 - Created a basic archer game in Unity using C#.
 - Implementation of logics.
- **Web-based Weather Application** | *React, OpenWeatherMap API*
 - Integrated OpenWeatherMap API in Web application.
 - Built Responsive and Clean UI for weather application.
 - Retrieved and showed real time weather data through OpenWeatherMap API.

Technical Skills

Programming Languages : C, C++, C#, JavaScript, Java, Python, Swift, PHP

Web Technologies : HTML5, CSS3, SCSS, Bootstrap, TypeScript, jQuery

Framework : Angular.js, Node.js, Three.js, Spring Boot, OAuth

Tools : Unity Editor, Unreal Engine, Blender, VS Code, GitHub, GitLab, Axure, IntelliJ, Figma

DevOps : Amazon Web Services, AWS GameLift, Apple GameKit

DBMS : MySQL, Amazon RDS

Soft Skills

Communication, Team Player, Time-Management, Problem Solving, Analytical Thinking, Analytical, Adaptability, Attentive to Detail.

Achievements

Courses :

Learn C++ – [Certificate](#) – Codecademy 2023

Introduction to Game Development – [Certificate](#) – Codecademy 2023

Blender Beginner to Pro Course – Udemy Jul 2023 – Ongoing

Unity 2D & C# Game Developer Course – Udemy Jul 2023 – Ongoing

Paper Publication :

[A Comparative Analysis of a Game Browsing Website using IGDB Database](#) May 2022

Extracurriculars

Participated in IBM 24Hrs Hackathon – Mathura 2024

Love Care Share Foundation, NGO 2019 – Present

Team Sahayata, NGO 2017 – 2019