Saurabh Shetkar

Software Developer | Game Developer | Dynamic Tech Explorer
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Summary

Enthusiastic and results-driven Software Developer with a strong foundation in Python, data structures, cloud technologies, and interactive game-based learning solutions. Skilled at building end-to-end applications—from backend logic to engaging front-end experiences—and integrating AI models into real-world projects. Experienced in developing educational games that merge storytelling with coding challenges to make learning more impactful. Known for rapid adaptability, collaborative teamwork, and a passion for delivering innovative software products that solve real problems.

Education

Vishwakarma Institute of Information Technology | Savitribai Phule Pune University
Bachelor of Technology in Electronics and Telecommunication | 2018 – 2022 | CGPA: 7.2/10, SGPA: 8.17/10

Higher Secondary Certificate – R.P Nath College | 2022 – 2023 | Aurangābād, India
Secondary School Certificate – AGP Public School | 2019 – 2020 | Aurangābād, India

Work Experience

FIREBIRDVR – Game Developer
• Developed educational games focused on making coding interactive and engaging.
• Created a game titled 'FixWith Python', an immersive, story-driven learning platform where players solve Python questions at every step to progress through the game.
• Designed gameplay mechanics, narrative storyline, and integrated Python problem-solving into the game levels.
• Collaborated with cross-functional teams to ensure that the game effectively enhanced programming skills for students.

Technical Skills

Programming: Python, DSA

Cloud & OS: AWS, Windows, Ubuntu, Redhat Linux

Tools & Platforms: Unity Software, Blender Software, GitHub, MS Office

Soft Skills: Communication, Team Collaboration, Quick Learner, Process Orientation

Certifications

• Python Fundamentals (Infosys Springboard)

• Red Hat Linux Administration – Foundational knowledge of Linux system administration, user/group management, file permissions, package management, system services, shell scripting, and networking.

• AWS Fundamentals – Learned the core concepts of Amazon Web Services (AWS).

Projects

AI-Powered IoT-Based Real-Time Sleep Apnea Detection

• Developed a non-invasive, wearable health monitoring system using MAX30102 sensors and ESP32 microcontroller.

• Implemented AI models (Random Forest, Decision Tree, and SVM) for real-time event detection with mobile and web-based alerts.

• Enabled continuous home monitoring with cloud-based data storage (Firebase).

Final Year Project: Ballista – Industry-Oriented Educational Projectile System

• Designed a functional 3D-modeled prototype demonstrating projectile motion principles for education.

• Integrated ESP32, motors, sensors, and Wi-Fi module for precise control and wireless operation.

• Developed embedded software to control launch parameters, enhancing real-time accuracy.

Mini Project: Automatic Seat Lighting System for Cinema Theaters

• Developed a system using weight sensors to automatically illuminate seats when occupied.

• Enhanced customer convenience and reduced theater staff workload during dim-light conditions.

Achievements

• Awarded 1st Prize at Intra-College Tech Conclave for Innovation and Implementation Excellence.

• Publications: A Comparative Framework for Analyzing Runway Availability (Published in IJEEDC Journal and IRCSTEM Conference).

Interests

Participating in hackathons and tech workshops | Exploring IoT & New Technologies | Game-based Learning Development | Bike riding, outdoor activities

Languages

English | Marathi | Hindi