

GAUSODDIN PIRJADE

+91-9373406970 ◇ Pune, Maharashtra

[Email](#) ◇ [Linkedin](#) ◇ [Github](#)

EDUCATION

Government College of Engineering and Research, Avasari Khurd

Bachelor of Engineering in Computer Engineering

Nov-2022 - 2025

Puranmal Lahoti Government Polytechnic Latur

Diploma in Electronics Engineering

Aug 2018 - Aug 2021

SKILLS

Programming Languages	Java, C, C++, Python
Database	MySQL, MongoDB
Web Development	HTML, CSS, JavaScript, Node.js, Express.js
Other Skills	OOP, Git and GitHub

EXPERIENCE

Debug Technician

Jabil Circuit India Pvt. Ltd.

DEC 2021 - NOV 2022

Pune, Maharashtra

- Troubleshooted and resolved electronic failures to ensure smooth operations.
- Conducted firmware programming on **ICs** to ensure proper functionality.
- **Analyzed issues** and implemented solutions to improve efficiency.

PROJECTS

Wonder Lust – Hotel Listing System ([View](#))

- Developed a platform for **travelers** to search and view listings of houses, villas, farmhouses, and hotels, along with detailed property information and review submission.
- **Technologies Used:** HTML, CSS, JavaScript, Node.js, MongoDB.
- Designed and implemented an intuitive interface for property search, detailed listings, and user-friendly **review submission**.
- Efficiently storing and managing property details, reviews, and user data.

InShare File-Sharing System ([View](#))

- Developed a file-sharing platform that allows users to **upload files, generate shareable links, and send them via email**.
- **Technologies Used:** HTML, CSS, JavaScript, Node.js, Express.js, **SMTP**, MongoDB.
- Designed and implemented a user-friendly front-end for seamless file upload and sharing.
- Built a **RESTful API** using Node.js, Express.js, and MongoDB to handle file uploads, generate shareable links, and manage file metadata.
- Integrated **SMTP** for secure email functionality, enabling users to send file links via email.

Simon Memory Game ([View](#))

- Developed a Simon memory game using HTML, CSS, and JavaScript with **dynamic color sequence replication**.
- Designed game logic with progressive difficulty to **track performance** and provide feedback.
- Created an interactive, **responsive UI** for a seamless experience across devices.