

# Harsh Rao

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- **Bachelor of Technology, Computer Science | Indian Institute of Information Technology, Surat | CGPA: 8.97 December 2020 - Present**
- **Relevant Coursework:** Machine Learning, Object Oriented Programming, Computer Organization, Advanced Data Structure and Algorithms, Database Management Systems, Operating Systems, Software Engineering, Computer Networks, App Development, Game Development, UI/UX, and Design.

## SKILLS

- **Languages:** C • C++ • Java • Python • C# • Dart **Databases:** Postgres • MySQL
- **Tools/APIs/Libraries:** AWS • Git • Scikit-learn • Tensorflow • Keras • Docker • Pytorch • Figma • Adobe Illustrator • Blender **App Technologies:** Flutter • React Native • Android **Web Technologies:** Flutter • React • Vue • HTML • CSS • Javascript **Game Technologies:** Unreal Engine • Unity

## TECHNICAL EXPERIENCE

- **JIO India**  
**Software Developer Engineer Intern** **05/2023 - 07/2023**
  - During my internship at Jio India, I was assigned to work on their Geographic Information System (GIS) system. The company relied on this system to optimize its network infrastructure and ensure efficient service delivery.
  - My main responsibility was to assist the GIS team in designing the network. I had to analyze geographical data and use advanced GIS tools to create accurate and efficient network designs.
  - My responsibilities included utilizing GIS tools to create accurate and efficient network designs and leveraging my technical skills and knowledge of Machine Learning.
  - Through my contributions, Jio India benefited from enhanced network planning and optimization. My accurate and efficient network designs helped improve the overall performance and reliability of their network infrastructure.
- **SWOC**  
**Open Source Contributor** **12/2021 - 02/2022**
  - During my involvement in the development of an open-source book lending and selling app called Chapter 3., The app aimed to facilitate book enthusiasts in sharing, lending, and selling books within a community.
  - I was tasked with creating a new UI design and implementing it to enhance the app's usability and visual appeal. Additionally, I contributed to the improvement of the codebase by refactoring sections of the app's code.
  - I created mockups and wireframes that captured the desired look and feel of the app., I implemented the new UI design, ensuring a seamless and intuitive user experience that enhanced the user experience, making the app more visually appealing and user-friendly.

## PROJECTS

- **Fitness app ([V-Fytt](#))**
  - V-Fytt is a state-of-the-art fitness app that leverages blockchain technology to incentivize users through NFT rewards. Utilized machine learning algorithms to suggest personalized workouts based on user data, ensuring optimal fitness experiences.
  - Played a key role in implementing accurate step and calorie tracking functionalities.
  - Technologies used: TensorFlow, Polygon, Flutter and Postman.
- **Object Recognition App ([RoboVison](#))**
  - RoboVison, a dynamic Flutter app powered by neural networks, enables object identification with exceptional accuracy. enhancing the app's ability to recognize and classify various objects in real time. Contributed to the seamless implementation of neural networks.
  - Wrote a neural network model in Python using the TFlite library and used photo picker to get photos to the model
  - Technologies used: TFlite, Flutter and photo picker.
- **Video Chat App ([app](#))**
  - Contributed to the development of SocketChat, a versatile video chat app built using Socket.IO. implement real-time video communication functionalities. Played a vital role in integrating Socket.IO for seamless, bidirectional communication, enhancing the app's ability to support high-quality video calls with low latency.
  - Made a seamless user interface wrote code for TCP connections to make a video call happen.
  - Technologies used: React, Socket.io and FireBase.