JEEL KUKADIYA

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EDUCATION

Bachelor of Engineering – Information Technology   *2021 – 2025*
G H Patel College of Engineering and Technology (GCET), Vallabh Vidyanagar
CGPA: 7.62 / 10 (Till 7th Sem)

Class 12 – P. P. Savani Chaitanya Vidya Sankul, Surat   *2021*
Percentage: 88.66%

Class 10 – Shree Swami Vivekanand School, Bhavnagar   *2019*
Percentage: 91.73%

SKILLS

- **Programming:** Python, C++, Java

- **Technologies & DB:** OpenCV, Machine Learning, PostgreSQL

- **Tools:** Eclipse, Gradle, Git, Firebase, Unity, Unity Game Engine, PyCharm

- **Frameworks:** Axelor Open Platform, Hibernate, RESTEasy

- **Soft Skills:** Leadership, Team Collaboration, Problem Solving, Communication

EXPERIENCE

CVMU Hackathon Finalist   *Mar 2024*
Anand, Gujarat

- Contributed as a core developer to "Paritrana", a training simulator for counter-hijacking and sky marshalling using Unity, Blender, Firebase.

- Worked on C# scripting for gameplay logic and immersive scenarios.

- Gained hands-on experience in collaborative problem solving, immersive simulation development, and real-time backend sync.

Java Backend Intern – Axelor India PVT LTD   *Jan 2025 – Apr 2025*
Surat, Gujarat

- Developed a fully functional modular ERP system including **Sales**, **Invoice**, **Contact**, **Account**, and **Dashboard** modules using the **Axelor Open Platform**.

- Implemented domain models, form/grid views, dashboard graphs, and business logic using **Java, JPA, Gradle, XML** configurations.

- Designed and integrated complex business features like **invoice merging**, **accounting entries (Moves/MoveLines)**, and **role-based access control**.

- Optimized dashboards for real-time analytics using JPQL charts (Sales by Category, Turnover by Customer, Invoices per Month).

PROJECTS

Task based Autonomous Robot (DD-Robocon 2024)

- Technologies: Python, Computer Vision, Image Processing, Linux, Custom Trained Models.

- Member of the Team GCET Robocon and CV&ML team.

- Developed custom-trained models to sense the environment using Intel Depth Sense Camera, with GPU-based processing.

Axelor AOP ERP System ([Git Hub](#))

- Modular ERP system with full-stack backend in Java and configuration in Axelor's XML meta-model.

- Implemented modules for Sales, Contact, Invoice, Account, and Dashboard with BPM workflows, real-time charts, and RBAC.

Paritrana – Counter Hijacking Training Simulator

- Unity-based simulator to train soldiers in high-risk negotiation and counter-terror operations.

- Created realistic scenarios using Unity; developed 3D assets in Blender and implemented Firebase for authentication and multiplayer sync.

- Gained expertise in 3D simulations, gameplay mechanics, and networked real-time systems.

ACCOMPLISHMENTS

- **Winner – Ideathon Prototyping Challenge** for "Paritrana – Counter Hijacking Simulator"

- **Selected in Final Stage of DD-Robocon 2024**, conducted by IIT Delhi.

- **2nd Position** – *Robofest 4.0 (Maze Solving Category)* with a total prize pool of ₹10 lakh Contributed equally with the official team members despite not being formally listed and played a vital role in algorithm development and robot optimization.