KASHISH PHERWANI

Bachelor of Technology – Computer Science Engineering

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Objective :

Enthusiastic and self-motivated Android App Developer with a solid foundation in Java, XML, and Android Studio. Eager to apply academic knowledge and personal project experience to real-world android app development. Looking for an opportunity to contribute to innovative app solutions while expanding technical skills and professional growth.

Education :

Course	Year	College / School	Score
B.Tech – Computer Science Engineering	2023–2027	Bharati Vidyapeeth College (Deemed University) of Engineering, Pune, Maharashtra	CGPA: 9.65
Class XII (CBSE)	2022	Mariampur Senior Secondary School,Kanpur,UP	91.2%
Class X (CBSE)	2020	Mariampur Senior Secondary School,Kanpur,UP	95%

Academic Projects :

1. **Quiz Application (Java GUI, Client-Server Model):**
   Technologies Used: Java, Swing, Socket Programming, Multithreading, FCFS Algorithm
   Description: Developed a multi-user **Quiz Application** based on the concept of **Fastest Finger First (FCFS)** algorithm from Operating Systems.
   - Designed a **Java GUI-based client-server model** where multiple clients can connect to a server using its **IP address**, allowing the quiz to be played over a **LAN/network**.
   - Implemented **real-time response handling** using sockets and threads to determine which participant answers **first**, simulating the FCFS approach to identify the quickest responder.
   - The **server controls** the quiz flow, questions are displayed on clients, and responses are processed in order of arrival.
   - Enhanced interaction with GUI components using Java Swing and ensured scalability for multiple users.

GitHub Link: https://github.com/kash-08/Os_QuizGame.git

2. Math Game App for Kids (Android Studio, Java)
   Technologies Used: Android Studio, Java, XML, CountDownTimer, UI Design
   Description: Developed an interactive **Math Game Android application** designed to help **young children practice basic arithmetic** (subtraction, multiplication, and division) in a **fun and engaging** way.

- **Implemented** game-like features **such as** lives**,** timer-based questions**, and score tracking to make learning more enjoyable.**

- Each question must be answered **within 1 minute**, encouraging speed and accuracy while learning.

- Integrated **CountDownTimer** to handle time-limited challenges and used intuitive **UI/UX design** for ease of use by children.

- Designed dynamic question generation to ensure **replayability** and promote regular practice of math concepts.

- Ensured compatibility with a range of Android devices using proper layout practices and responsive design.

Github Link: https://github.com/kash-08/MathGameApp.git

Positions of Responsibility :

- Editorial Co-Head ,Institution's Innovation Council BVDUCOEP
- Event Management Associate, CSE Student Association BVDUCOEP
- Campus Ambassador , BVDUCOEP
- Innovation Ambassador , Institution's Innovation Council BVDUCOEP

Extra-Curricular Activities & Achievements :

- Social Service at Sindhutai Sapkal Orphanage (2025)
- Innovation Ambassador Award and Certificate (2025)
- Social Service at Blood Donation Camp (2024)
- Pragati Girl's Scholarship by AICTE (GOI)
- NPTEL Course Certificate for Programming in java
- NPTEL Course Certificate for Database Management System.

Skills & Hobbies:

- JAVA (OOPS), DBMS (MySQL), Learning Phase in Android App Development
- Singing & Listening to Music