**KASHISH PHERWANI**

Bachelor of Technology – Computer Science Engineering

9336150150|[pherwanikashish13579@gmail.com](mailto:pherwanikashish13579@gmail.com)|<https://www.linkedin.com/in/kashish-pherwani-03243a28a/>|Age: 21

### 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 :

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| **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**](https://github.com/kash-08/Os_QuizGame.git)

1. **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**](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