C-DAC's Advanced Computing Training School

Common Campus Placement Programme

Resume

Basic Information

Name : **Kharanshu Upendra Wanare**

CCPP ID : PD1251

Course : PG-PG-DAC,March-2023

Address : plot no 102,waghdhara,issasani,hingna road,nagpur,Nagpur,MAHARASHTRA

Email Id : kharanshuw@gmail.com, pratikwanare1999@gmail.com

Contact Numbers : 9689025233,8208279042

Skype Id : live.cid.497cdc16812993ea

PG-PG-DAC Marks

S.NO.	Module	Maximum Marks (Theory)	Obtained Marks
1	Concepts of Programming & Operating System	40	23
2	Object Oriented Programming with Java	40	21
3	Algorithms and Data Structures(Using Java)	40	23
4	Web Programming Technologies	40	19
5	Database Technologies	40	27
6	Microsoft .NET Technologies	40	28
7	Advanced Software Development Methodologies	40	24
8	Web-based Java Programming	40	18
	Total	**320**	**183**

Academic Details

Level	Stream	Institute	Board/University	Passing Year	Degree %	Division
BE	Computer Science & Engineering	Priyadarshini College of Engineering	Rashtrasant Tukadoji Maharaj Nagpur University , Nagpur , Maharashtra	2022	74.86 %	I
XII	pcm	yashoda high school	Maharashtra State Board of Secondary & Higher Secondary Education	2018	69.23 %	I
X	General	yashoda high school	Maharashtra State Board of Secondary & Higher Secondary Education	2016	79.6 %	I

Academic Projects

Title : **E-Farming Market**

Platform : Java, .NET MVC, Spring Boot REST API, React JS, MySQL **Duration :** 1 Month

Description : This project aims to address the challenges small farmers face in India due to their limited access to larger markets. The current market dynamics favour larger farmers, leaving smaller farmers with inadequate opportunities to reach consumers. To bridge this gap, the project aims to develop a website that serves as an e-farming market, enabling rural Indian farmers to sell their products to urban markets. The website will facilitate interactions between farmers and buyers and empower small farmers to expand their market reach. Farmers interested in using this platform can register on the website after gaining basic computer literacy. Similarly, buyers can register on the platform to purchase products according to their requirements. The project aims to create a more equitable agricultural trading environment through this online marketplace, fostering economic growth and connectivity between rural and urban regions.

Project Repository : https://github.com/AnujBhure/E-Farming_Market

Title : **android app**

Platform : Android Programming **Duration :** 2 Months

Description : In the early days, if the user wanted to buy a piece of furniture without going to the store, it was possible, but not possible to check how the object actually looks in the structure of the apartment. Now, in our proposed system, it is possible for the user to buy the piece of furniture sitting at home without going to the stores. The main goal of AR DEZINER is to develop an Android application for virtual testing of various furniture using a mobile phone that supports AR camera. The app eliminates the human effort of physically visiting the furniture store, which is a very time-consuming activity. Also, it could be easier to use this technique when shopping online as an option for the user to try the furniture in their room that they want to buy and allow the user to visualize the space. what it will look like after furniture is placed on it. The user can try multiple combinations virtually without having to physically move the furniture. Our motivation here is to increase time effic

Other Information

Extra Curricular : part of forum in engineering.

Hobbies : playing cricket, playing football, reading manga.

Personal Information

Date of Birth : 18/10/1999 **Gender :** Male

Nationality : Indian **Foreign Languages :** English

Languages Known : Marathi

I hereby declare that the information given above is true to the best of my Information knowledge belief.

Date : **Signature :**