Keshav Prajapati

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PROFESSIONAL SUMMARY

Information Technology student specializing in **full-stack development (Next.js, MERN stack)**, **AI/ML integration**, and **game programming**. Recognized with **Best Gameplay Award** at DBIT ACM Teknack 2025 and secured **Top 6 ranking** among 40+ teams in competitive hackathons. Demonstrated **leadership** through mentoring 50+ students and optimizing production websites with **25% performance improvements**. Proficient in building **scalable applications** using **Next.js**, **MERN stack**, **TypeScript**, **AI technologies (LangChain, RAG)**, and **Unity**, with strong foundation in **microservices architecture** and **database optimization**.

EDUCATION

Bachelor of Engineering (B.E.) in Information Technology   **Expected: 2027**
Don Bosco Institute of Technology, Mumbai

CGPI: **9.06/10.0** (till Sem 4)

Higher Secondary Certificate (H.S.C.)   **Year: 2023**
B.K. Birla College of Arts, Science & Commerce, Mumbai

Percentage: 79.17%

Secondary School Certificate (S.S.C.)   **Year: 2021**
St Thomas English High School, Mumbai

Percentage: 97.00%

EXPERIENCE

IT Department Website Coordinator   **Jul 2025 – Present**
Don Bosco Institute of Technology – Mumbai, India

- Executed **weekly content updates** and performed **bi-weekly functionality audits** for the official IT department website
- Streamlined **faculty collaboration processes**, reducing content approval time by **40%**
- Boosted **website performance** through systematic optimization, achieving **25% faster load times**

Python Instructor Intern   **Aug 2024 – Feb 2025**
L&T and Creast Collaboration – Mumbai, India

- Instructed **50+ students** in **Python fundamentals**, **OOP concepts**, and hands-on **project development**
- Orchestrated **3 coding exhibitions and competitions**, increasing student participation by **60%**
- Designed **curriculum modules** and generated **bi-weekly progress reports**, improving learning retention by **35%**

PROJECTS

CureOS - Hospital Information System   **Jan 2026**
Next.js 15, **React 19**, **TypeScript**, **PostgreSQL**, **Prisma**, **NextAuth.js**, **Socket.io**, **Tailwind CSS**

- Designed and implemented **modular hospital operations platform** using **Next.js 15** and **TypeScript**, delivering **role-based dashboards** for **3+ user types** (clinicians, admins, support staff)
- Architected **fine-grained RBAC model** with **emergency overrides** and **audit trails**, integrated **NextAuth.js** for secure **authentication** and **session management**
- Built **real-time analytics dashboards** using **Socket.io** and **Prisma queries**, enabling **live operational metrics** for **clinical teams**
- Implemented **server-side PDF export** using **jsPDF** for **clinical reports** and **documents**, improving **report generation reliability**

Farmer Sahayak - Government Scheme Discovery Platform   **Sep 2025 – Nov 2025**
MERN Stack, **Python Flask**, **LangChain**, **Ollama**, **ChromaDB**, **JWT**, **Google Cloud TTS**

- Engineered **full-stack MERN application** with **AI-powered RAG chatbot** using **LangChain** and **Ollama**, achieving **95%+ relevance scores** for **intelligent scheme recommendations**
- Architected **RESTful APIs** managing **500+ government schemes** with **advanced filtering**, reducing **response time** to **<200 ms** through **MongoDB indexing**
- Implemented **microservices architecture** integrating **Python Flask AI service** with **Node.js backend** via **ChromaDB vector database**
- Established **JWT-based authentication** with **role-based access control**, integrated **Google Cloud TTS** for **accessibility** and **multilingual support**

LeapQuest - A Unity Game   **Mar 2025 – Apr 2025**
Unity, **C#**, **A* Pathfinding**, **Android Development**

- Architected complete **2D platformer game** using **modular C# codebase** with **15+ interconnected systems**
- Constructed **modular UI system** in **C#** with **scriptable objects**, enabling seamless **pause/resume transitions** and reducing **UI load times by 20%** on **mobile devices**
- Implemented **A* pathfinding algorithm** for **AI enemies**, optimizing performance to maintain **60 FPS** on **mobile devices**
- Deployed **Android build** with **platform-specific optimizations**, reducing **memory usage by 30%**

TECHNICAL SKILLS

Programming: Python, JavaScript, TypeScript, Java, C#, C

AI/ML: LangChain, Ollama, ChromaDB, Vector Databases, RAG

Database: PostgreSQL, MySQL, MongoDB, Prisma

Tools: Git, GitHub, VS Code, IntelliJ, Android Studio, Postman

Web & Frameworks: Next.js, MERN Stack, Django, Flask, React, Node.js, Express.js, Tailwind CSS

Game Development: Unity, C#, Game Design, A* Pathfinding, Android Development

DevOps & Cloud: Docker, Jenkins, SonarQube, AWS (EC2, S3)

Cloud Services: Cloudinary, Google Cloud TTS, SendGrid, Vercel

CERTIFICATIONS & ACHIEVEMENTS

- **DBIT ACM Teknack 2025** – **Best Gameplay Award**-Secured **1st place** out of **60+ competitors** for outstanding game design and performance
- **MERN Stack Workshop (GDGC DBIT, 2025)** – Built **3+ real-world applications**
- **AI X Blockchain (CSI DBIT, 2025)** – Engineered and deployed **blockchain-integrated AI solutions**, demonstrating hands-on expertise in **Generative AI** and **decentralized technologies**

EXTRACURRICULAR ACTIVITIES

- **Hackathon Quasar 4.0 (Jan 2026):** Selected among **Top 7 teams** out of **15 teams** from across India for **Hospital Information System** problem statement, developed **CureOS** in a **24-hour hackathon**
- **Hackathon Ashwamedh:** Developed **AI-powered crowd detection system** using **YOLOv8** and **OpenCV**. Ranked **Top 6** out of **40+ competing teams**
- **Smart India Hackathon (SIH) 2024:** Advanced through college-level internal competition at **Don Bosco Institute of Technology**