Kunal Sonawane

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Linkedin

EDUCATION

M.Sc.(Computer Applications)   **2024-2026**
Fergusson College, Pune - CGPA: 7.35

B.Sc.(Computer Science)   **2020-2023**

K.T.H.M College,Nashik - CGPA:6.48

EXPERIENCE

Flutter Developer Intern Incubators Systems Pvt. Ltd., Pune   **August 2024 - October 2024**
• Completed a 3-month internship focused on Flutter framework and mobile app development.
• Designed and implemented programming challenges with varying difficulty levels.
• Documented codebase with detailed design decisions and implementation details for team knowledge sharing.
• Contributed to answer formulation with detailed explanations for EdTech products.
• Helped build a production-level dataset for coding problem sets and solutions.
• Recognized for being punctual, dedicated, and inquisitive throughout the internship.

PROJECTS

Farming Equipment Rental System (HTML, CSS, Java, Spring Boot)
• **Technologies**: Spring Boot, Java, HTML, CSS, MySQL, REST APIs
• **Working:** : Developed a full-stack platform where farmers can browse, rent, and manage farming equipment. Integrated backend services with MySQL for storing rental records, user details, and payment status while frontend ensures smooth user experience.
• **Problem Solved:** : Solved the issue of equipment accessibility by providing a centralized digital platform, enabling farmers to rent equipment affordably instead of making high-cost purchases.

Furever Friends - Pet Adoption, Donation, and Rescue System (HTML, CSS, Java, Spring Boot)
• **Technologies:** :Spring Boot (backend), Java, HTML/CSS/JavaScript (frontend), MySQL database
• **Working:** :Implemented user authentication, adoption request management, donation handling, and rescue reporting with role-based access for users and admins. Integrated email notifications and digital adoption agreements for a complete workflow.
• **Problem Solved:** : Addressed the challenge of streamlining pet adoption and rescue by providing a centralized platform where users can adopt, donate, or report rescues, while admins can manage requests, verify donations, and track adoption statuses efficiently.

Flex Play - Turf Booking App (Dart, Flutter, Firebase)
• **Technologies:** Dart, Flutter, Firebase (Authentication, Firestore, Cloud Storage)
• **Working:** :Developed a mobile application that allows users to browse, book, and pay for turfs in real time with integrated authentication, booking management, and notifications.
• **Problem Solved:** :Addressed the difficulty of manual turf booking by providing an efficient, user-friendly digital platform that streamlines scheduling, reduces conflicts, and enhances the booking experience.

SKILLS

Programming Languages: JAVA(OOP), Java script, Dart, Data Structures and Algorithms
Frameworks: Springboot, Flutter
WEB Technologies: HTML,CSS
Database Technologies: SQL, MySQL.
Tools: VSCode, Linux.

CERTIFICATES

• **CORE JAVA**

• **JAVA SUPER-X**

• **JAVA Quizeethon**

• **Flutter Quizeethon**

• **Flutter SUPER-X**

• **Flutter Internship**