

MAYANK PANDIT

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👤 PROFESSIONAL SUMMARY

Highly motivated and technically skilled Software Engineer with a Bachelor of Engineering in Computer Science. Strong problem-solving and analytical skills with a passion for cybersecurity, web development and data analysis to create secure systems and utilize data-driven insights for effective decision-making. Detail-oriented, collaborative team player with excellent communication abilities. Dedicated to continuous learning and development. Seeking opportunities to contribute to the field of cybersecurity, leveraging skills to advance in a higher position with increased responsibilities.

🎓 EDUCATION

Atharva College of Engineering , Bachelor of Engineering in Computer Science Cumulative GPA: 9.02	2019 – 2023 Mumbai, India
Rajhans Vidyalaya , 12th, CBSE Percentage: 55.4%	2017 – 2019 Mumbai, India
Ryan International School , 10th, ICSE Percentage: 81.86%	2015 – 2016 Mumbai, India

🧠 SKILLS

Languages: C, C++, Java, Python, Bash Scripting, HTML, CSS, JavaScript, SQL
Tools: Kali Linux, Metasploit, Burp Suite, Wireshark, Nmap, VS Code, PyCharm, Microsoft Excel
Libraries: Selenium, NumPy, Pandas, Matplotlib, Hashlib, Pygame
Technical Proficiencies: Cyber Security, Malware Analysis, Encryption, Data Analysis, Automation, Web Development
Key Skills: Communication, Attention to detail, Problem Solving, Team Work, Creative Thinking, Time Management

📁 PROJECTS

Protectium , Web Based Multi Factor Authentication System • Developed a web-based Multi-Factor Authentication (MFA) system aimed at enhancing security measures for user authentication. • Designed the system to boost the relationship between customers and their private accounts, prioritizing convenience and secure access. • Strengthened encryption techniques to secure user credentials and sensitive information during the authentication process.	Sep 2022 – Mar 2023
Flappy , Hand-Gestured Flappy Bird Game • Computed a hand gesture-controlled version of Flappy Bird using Python, incorporating computer vision techniques for intuitive gameplay. • Demonstrated proficiency in Python, Pygame Module, and computer vision libraries, showcasing the ability to combine multiple technologies to create an interactive and innovative gaming experience. • Implemented features such as collision detection, random obstacle generation, and scoring mechanisms, providing an engaging and challenging gameplay experience for users.	Mar 2022 – Apr 2022
Auto Meet , Automated Google Meet • Developed a computerized program leveraging Python, Selenium, ChromeDriver and web scraping techniques to automate Google Meet tasks and streamline participant tracking and data management. • Facilitated the user experience of handling online meetings by automating tasks such as browser opening, microphone and camera controls, and joining meetings seamlessly. • Executed web scraping (static and dynamic) to track and store participant data systematically, enhancing convenience and providing a comprehensive view of meeting attendees.	Mar 2021 – May 2021

📜 CERTIFICATES

Cyber Security 🏆
Google Developers Group

Data Analytics 🏆
Developer Student Clubs BIT Mesra

Web Development 🏆
ASC-CHARUSAT