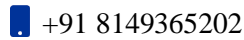


# Vishesh Waghmore



## Career Objective

Dedicated and ambitious Diploma student in Computer Science with a strong interest in Development, Artificial Intelligence and Machine Learning. Seeking an internship opportunity to enhance technical expertise, strengthen problem-solving skills, gain practical knowledge, and contribute meaningfully to real-world projects. Eager to work in a professional environment that values innovation, teamwork, and continuous learning.

## Academic Projects

- Smart AttendX :
  1. This system provides advanced attendance management using face and voice recognition (Python, OpenCV, face\_recognition, pyttsx3, Speech\_Recognition).
  2. An admin panel is included for user management and tracking records (GUI/web panel design, database management). Admin can start/stop attendance, view attendance, register student, send notification, change profile, change settings, etc.
- Mini Projects :
  1. Shield+: A smart safety application designed to detect emergency situations and send real-time alerts to guardians or authorities. Can send Sos message by clicking button or shaking device, can edit emergency contacts, nearby emergency places and emergency contacts.
  2. Expenx Tracker: A personal finance management window application using Java that allows users to track daily expenses, categorize spending, store data in local storage, download/load expenses, and manage budgets efficiently.
  3. Vishora: A simple C++ virtual assistant. It launches applications and websites by executing system calls using cstdlib library. The assistant provides audible responses using text-to-speech functionality (using espeak). It also features console customization like changing text colour.
  4. Air Writing: This project enables drawing in the air using a webcam and computer vision (Python and OpenCV). It tracks hand movements and detects gestures for canvas control (MediaPipe). The application manages a virtual canvas and handles drawing logic (NumPy).
  5. Advanced Sudoku Solver: The program solves Sudoku puzzles using a backtracking algorithm. A key feature is the animated display of the solution as it fills in each empty cell (Windows API's Sleep() and the system("cls") command).
  6. Notes: The application's structure is built using HTML. Its visual appearance and theme toggles are defined by CSS. All interactive functionality, including creating, editing, and deleting notes, and managing data persistence, is handled by JavaScript and localStorage.

## Education

- |  |       |
|--|-------|
| • Government Polytechnic, Pune (2023-26)   | 88.5% |
| • Army Public School, Ahmednagar (2022-23) | 90.6% |

## Technical Skills

- Programming Languages: C, C++ , HTML, CSS, JavaScript, Java, Python, MySQL
- Tools & Platforms: Android Studio, Chat GPT, VS Code, Cisco Packet Tracer, Github, Google Cloud
- Concepts: Object-Oriented Programming, Computer Network, Operating System, Cloud Computing, Cyber Security, Data Mining

## Achievements & Activities

- Participated in coding competitions and technical events
- Active participant in hackathons (SIH)
- ASCoD: Editor Team(Secretory), Technical Team(Core Member)
- 250+ problem statements solved on [codeshef](#)