

# MRUNMAI ABHYANKAR

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## EDUCATION

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**Bachelor of Computer Engineering**, Pune Institute of Computer Technology Expected 2023  
Relevant Coursework: Human Computer Interaction, Computer Graphics, Multimedia Techniques

## EXPERIENCE

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**Flutter Developer Intern** Jan 2022 - Mar 2022  
Fans Incorporated *Pune, India*

- Was responsible for the application's entire UI Design
- Worked on real time data of match details of several sports
- Developed a robust application for sports enthusiasts which displays scores and status of matches of multiple sports.

**Flutter Developer Intern** Dec 2021  
HealMe IT Solutions *Pune, India*

- Worked on the UI Design and Development of the application
- Was actively involved in the Logo designing process for the application
- Single-handedly managed the integration of payment gateway for real time transactions in the app

**Cyber Security Intern** Jan 2021 - Sept 2021  
Bosleo Technology *Pune, India*

- Learnt and developed several modules of a real time antivirus product like Drive Encryption and Password Manager
- Created a virus scanner application using Python
- Learnt multiple aspects of security in a commercial product and performed testing of the product as well

## PROJECTS

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**PDF Reader and Analyzer** Developed an interactive solution for reading and analysing student marksheets. The project was developed using Python, ReactJS and NodeJS. The data was stored using MySQL and the PDF ledgers were stored using Amazon S3. The data from PDFs was extracted and tabulated to insert into the database. The extracted data was analysed and a result analysis report was automatically generated. This project was developed for the college (PICT) and is live now, saving 3-4 days of labor for the administration department.

**Recipe Batao** Developed an interactive application to suggest recipes based on the ingredients available. It is a simple application that takes the available ingredients as inputs and suggests recipes possible to the users based on their taste and interest. The tech stack used for this project was Flutter and Firebase. Recipe data was fetched using the Spoonacular API and displayed in the mobile application.

**Game Development Project - The Runner** Developed an interesting and interactive game in Unity wherein the player has to avoid the obstacles coming in the path. This game was a part of the college level game development workshop. I gained a lot of knowledge in the concepts like UI Design, animation, object oriented programming concepts, etc. The project was a challenge as it involved animation which was a new concept at that time.

## SKILLS

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<b>Languages</b>	Dart, Python, C++, Javascript
<b>Frameworks and Tools</b>	Flutter, ReactJS, Figma, Adobe Photoshop, Adobe Premiere Pro
<b>Soft Skills</b>	Problem Solver, Collaborative, Calm under Pressure, Growth Oriented

## HACKATHONS

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### Platform for Slum Rehabilitation and Management

25th - 26th August 2022

Smart India Hackathon 2022 - Winner

*Jaipur, India*

- Designed and developed a web portal for visualization of slum data
- Actively worked in research and surveys to understand the users - the slum inhabitants and Government officials
- The platform was built using ReactJS and NodeJS

### Address Update Challenge in Urban Areas

28th - 31st October 2021

UIDAI Hackathon 2021

*Pune, India*

- Developed a robust application in Flutter to enhance the Aadhaar address update experience of a resident
- Worked as a integral part of design team to optimise usability and implement front-end along with extensive of Government agency UIDAI's APIs
- Using Aadhaar APIs was a challenge that we overcame during the development of this solution.

### ParkIt - Smart Parking System in Urban Cities

17th - 18th September 2021

Hack of PI- Global Hackathon

*Pune, India*

- Designed and developed a very useful application that aimed at providing guidance to finding parking to users from their mobile devices.
- The tech stack used was: Flutter, NodeJS and MongoDB
- Got lots of exposure as I was the team leader and was equally involved in the API integrations and front-end of the project.

## EXTRA-CURRICULAR ACTIVITIES

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- I love making [illustrations](#)
- I am keenly interested in music — Play keyboard, guitar and harmonica

## VOLUNTEERING AND POSITIONS OF RESPONSIBILITY

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### Design Head

Nov 2020 - Oct 2021

PICT CSI Student Branch

- Successfully co-ordinated 5+ events as Design Head
- Was responsible for management of the annual event Xenia'21
- Managed the entire design team and developed videos, posters and logo for the event
- Actively helped in design of the website and app.

### Videography Team Member

Dec 2021 - Mar 2022

2nd Annual Conference ICEI-2022

- Developed a video for the Conference event
- Played a key role in developing several other videos related to the conference