

# NIRANJAN GIRHE

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## EDUCATION

**Bachelor of Technology in Computer Engineering**  
MIT Academy of Engineering, Pune, India 2019 – 2023

- CGPA: **9.74/10**
- JEE Main percentile: **94.55%**

**Secondary & Higher Secondary** 2010 – 2019

- XII HSC Science (Feb 2019): **73.08%**
- X SSC (Mar 2016): **83.4%**

## EXPERIENCE

**Research and Development in Serious Games Intern** [Link](#)  
Ontario Tech University, Canada (Mitacs GRI funded program)

May 2022 – Aug 2022 Adv: Jeremy Bradbury

- Designed and implemented Serious games (Threaded Paws)
- Help users grasp concepts of concurrency and its pitfalls
- Developed on Unity with form-based modular level designing

Unity Krita C# Audacity GitHub 2D Animation

**Elective Allocation System Full Stack Developer** [Link](#)  
MIT Academy of Engineering

June 2021 – August 2021 Adv: Mrs. Ranjana Badre

- Automatization of the manual elective allocation process
- Built automatic elective allocation algorithm
- Developed web-portal based interface with user and admin side

HTML Javascript Firebase Firestore database CSS

**Game Developer** [Link](#)  
Salvation Games

June 2020 – August 2020 Adv. Mr. Harshit Solanki

- Design & development of a Hyper casual mobile game using Unity
- Engineered movements using concepts of Mechanics

Unity Blender Krita C# Audacity Ragdoll

## RESEARCH PROJECTS

**Smart Traffic System to Optimize the City Traffic** [Link](#)  
MIT Academy of engineering

Jul 2021 – Ongoing Adv: Dr. Avinash Bhute

- Estimation of optimal traffic signal timings for smart traffic control
- Used Unity game engine to simulate real life traffic

Unity C# Python Git Firestore database IoT

**Shetkari Mitra - Mobile App for Farmers** [Link](#)  
MIT Academy of engineering

Aug 2020 – Mar 2021 Adv: Dr. Avinash Bhute

- Designed Android application to assist farmers
- Consists of discussion forum, expert connect, information, etc
- Presented and published in Springer's ICCDN-2021 conference

Android studio Firebase JSON Parsing Picasso AWS

## POSITION OF RESPONSIBILITY

**Animix Club – Founder and Club Head**

Oct 2020 – Ongoing

**Android Study Jam Facilitator and Educator at GDSC MITAOE**

Dec 2021 – Jan 2022

**Team Leader at TEDxMITAOE**

Nov 2019 – Jan 2022

## ACHIEVEMENTS

**Winner - UNESCO-India-Africa (UIA) Hackathon** [Link](#)

- Awarded with **300,000 INR** prize money by the Education Minister and **the Vice President of India**
- Soil health report generation in Android app based on image processing and deep learning
- Team consisted of 4 different African nation and was formed spontaneously.

**Winner - Smart India Hackathon** [Link](#)

- Awarded with prize money of **100,000 INR**
- Developed web-portal for online labor complaint handling

**1<sup>st</sup> rank in HackerRank Python Challenge**

- Awarded with **3,000 INR**
- Fastest solver of 6 competitive programming problems

**Completed Learn to earn google cloud challenge**

**Completed Google cloud Diwali challenge**

**Completed 30 days with Google cloud** [Link](#)

## PROJECTS OUT OF HOBBY

**NGAnime - Android Application** [Link](#)

- Developed an android application which compiles online Anime streaming platforms at one place with sharing and keep eye feature

Android studio Java JSON Git Google Analytic

**Killing Tech - Indie Multiplayer PC and Mobile Game** [Link](#)

- Developed 3D FPS multiplayer game, Used Photon 2 engine

Unity Blender Rigid body Sim C# Audacity

**Imagination - Deep learning and Computer Vision** [Link](#)

- Developed a Text to Image and Image caption generator

CNN LSTM Word2Vec OpenCV Deep learning

## TECHNICAL SKILLS

Unity C++ C# Android Studio Java Kotlin Python  
AIML HTML JS DevOps Git Azure AWS - cloud  
MySQL MongoDB Adobe XD NodeJS Blender

## CERTIFICATIONS

**AWS Certified Cloud Practitioner** [Link](#)

**Microsoft Azure AI fundamental (AI 900)** [Link](#)

**Microsoft Azure fundamental (AZ 900)** [Link](#)

## PUBLICATIONS

**Conference Proceedings**

- Girhe, N. et al. (2023). In: Advances in Communication, Devices and Networking. Singapore: Springer Nature Singapore, pp. 111-127. ISBN: 978-981-19-2004-2.  
[doi.org/10.1007/978-981-19-2004-2\\_10](https://doi.org/10.1007/978-981-19-2004-2_10)

- Girhe, N. et al. (2022). "Smart traffic system to optimize the city traffic". In: YMER Digital.  
DOI: 10.37896/YMER21.12/83  
[ymerdigital.com/archives/?page=5&ssId=%202112](https://ymerdigital.com/archives/?page=5&ssId=%202112)

