

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%

INTERNSHIP

Research and Development in Serious Games [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

Web-Based Elective Allocation System [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 Development [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

🏆 1st rank in HakkerRank Python Challenge

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

PROJECTS OUT OF HOBBY

NGAnime - Android Application [Link](#)

- Developed an android application which compiles online Anime streaming platforms at one place
- Implemented features like sharing, export and import data

Android studio Java JSON Git Google Analytic

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

- Developed 3D FPS multiplayer game using unity and blender
- Used Photon 2 engine for networking
- Experienced in Rigid body, fluid, cloth, particle and fire simulations

Unity Blender Rigid body Sim C# Audacity

Split It - split group expenses Web Portal [Link](#)

- Developed a web app to split common expenses within friends

Firebase HTML CSS Javascript Azure cloud

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
- Girhe, N. et al. (2022). "Smart traffic system to optimize the city traffic". In: YMER Digital. ISSN: 0044-0477 (Accepted)

