NIRANJAN GIRHE

% girhe.com
 ¬ github.com/niranjangirhe
 ¬ niranjangirheindia@gmail.com
 ¬ +91-7768989938
 scholar.google.com/citations?user=ymhd_EQAAAAJ



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

dv. Jeremy Bradhury

- 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 MIT Academy of Engineering

Link

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 Salvation Games

Link

₩ 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 MIT Academy of engineering

Link

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

Ct 2020 - Ongoing

Android Study Jam Facilitator and Educator at GDSC MITAOE

m Dec 2021 - Jan 2022

Team Leader at TEDxMITAOE

Mov 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

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

- 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

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

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)

