OM DESHPANDE

BTech CSE (Third Year)
AI & Software Engineer | Game AI Researcher | Full-Stack & Cloud Developer
omdeshpande123456789@gmail.com | GitHub | LinkedIn | Portfolio

EDUCATION

B. Tech in Computer Science and Engineering	CGPA :8.75/10	July 2023 – May 2027
MIT World Peace University, Pune	GPA: 9.36/10	

Relevant Coursework: DSA | OOPS | AI | ML | DevOps | Cloud | DBMS | Computer Networks | SEM | Game Dev |

EXPERIENCE

Production & Admin Team Member – Squad Up Club   Jan 2024 – Present
MIT World Peace University, Pune
- Successfully managed and administered **5+ major LAN** and online gaming tournaments, including the MIT WPU Summit, **serving over 50+ participants.**
- **Configured and maintained** 10+ high-performance PCs per event, achieving 99% uptime and ensuring a smooth, uninterrupted gameplay experience.

Intern – PC Benchmarking & Building   May-2023 – Nov 2023
Gtek Computers, Pune
- **Built and configured** over 20+ custom high-performance PCs for gaming and professional use, leading to an average 15% performance increase over off-the-shelf systems.
- Conducted rigorous **software and hardware testing** using Cinebench and other tools, providing detailed performance reports to clients.

RESEARCH AND PUBLICATIONS

Research Paper – Cloud Security | Publication
- **Published** under *International Journal of Research Publication and Reviews (IJRPR)*
- Title: **"Security and Privacy Challenges in Multi-Tenant Cloud Environments"**
- Explored vulnerabilities, tenant data isolation issues, and modern security practices in cloud systems

TECHNICAL PROJECTS

GameAI-Pathfinder — Research Project (Paper Under Review)
C++ | Reinforcement Learning | A* Search | Research Paper
- Built a research framework comparing heuristic A* vs Q-Learning agents in 2D grid worlds.
- Conducted hyperparameter tuning, convergence analysis, statistical testing (T-test, Shapiro-Wilk).
- Paper completed in IEEE conference format with results, visualizations, and reproducible code.

GenLearn — AI-Powered Learning & Behavioral Analytics Platform
React | Supabase | Python AI Models | Full Stack
- Built a platform that analyzes student effort, confusion, cheating probability, and topic weaknesses using behavioral data.
- ML models built for "Effort Score", "Confusion Index", and attention analysis using Python + Pandas.

TextShare.xyz — Serverless File & Text Sharing Platform
Next.js | PostgreSQL | Prisma | Tailwind | Vercel
- Live web app to share text, files, URLs, QR codes with no login.
- Features password-protected sharing, expiration timers, rate limiting, custom links.

FormBridge Cloud — Serverless Form Backend with AI Email Insights
AWS Lambda | API Gateway | DynamoDB | SES | OpenAI API
- Cloud-native backend that handles form submissions, sends automated AI-generated email replies, and analytics.
- Built using AWS SAM, CI/CD via GitHub Actions, serverless architecture.

Slime Escape — C++ Physics-Based Puzzle Game
C++17 | SFML | OOP Architecture | GoogleTest | CI/CD
- Fully functional game with dynamic slime physics, shrink/grow mechanics, JSON-based level editor, OpenGL rendering.
- GitHub Actions for automated builds + artifact exports.

TECHNICAL SKILLS

Languages	C++, Python, C, JavaScript (React/Node), SQL, PHP
AI/ML	Q-Learning, A*, Reinforcement Learning, Scikit-learn, NumPy, Pandas
Game Dev	C++17, SFML, Physics Simulation, Game Loops, Object-Oriented Architecture
Web / Full Stack	React, Next.js, Node.js, Express.js, Tailwind, PHP, REST APIs
Databases	MySQL, PostgreSQL, Supabase, DynamoDB
Cloud & DevOps	AWS (Lambda, S3, SES, DynamoDB), Docker, Jenkins, GitHub Actions, CI/CD, Kubernetes, Grafana, Prometheus
Tools	Git, CMake, Vite, Prisma, Postman, Figma
Other	PC Building, Game LAN Event Management, Benchmarking, System Optimization

CERTIFICATION AND CREDENTIALS

- Oracle **Cloud Certified Generative AI Professional** (2025–2027)
- Oracle **Cloud Certified AI Foundations Associate** (2025–2027)
- AWS **Educate: Machine Learning Foundations** (2025)
- **Google — Build Real-World AI Applications with Gemini** (2025)