GAUTAM PAL

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SUMMARY

Software Developer with Expertise in **Python** language, eager to contribute to cross-functional teams to create efficient and scalable solutions.

EDUCATION

Vivek College of Commerce

BSc (Information Technology) | GPA: 9.1 **Vivek Vidyalaya & Junior College** 12th (HSC) | Percentage: 71.8 Mumbai, India June 2022 – April 2025 Mumbai, India June 2021 – March 2022

SKILLS SUMMARY

Languages: Python, SQL, Java
Framework: Flask, Pygame, OpenCV
Tools: Power BI, Git, Office, MySQL
Platforms: PyCharm, VS Code, NetBeans

• Soft Skills: Problem-Solving, Team Management, Leadership

WORK EXPERIENCE

Developer and Technology Job Simulation Programme | Accenture | LINK

- Successfully completed Accenture's Developer and Technology Virtual Experience Programme and this programme enhanced my understanding of industry-standard practices and sharpened my skills.
- Gained practical experience in the software development lifecycle and demonstrated strong Python programming skills.
- Developed a strong foundation in fundamental programming concepts, including data structures, algorithms, and debugging techniques.

PROJECTS

Lane and Pothole Detection System for Autonomous Vehicles | LINK

- Developed the System that contributes to the advancement of Autonomous Driving Technology by ensuring vehicles can safely and effectively navigate complex road environments.
- Implement the System by using Python Language, OpenCV (Machine Learning Library) For Lane Detection, YOLO Model (Deep Learning) For Pothole Detection.

Dungeon Crawler Game | LINK

- A 2D Game "Dungeon Crawler" built with Pygame. In which player Navigate a randomly Generated walls filled with enemies and aiming to Survive for as long as possible.
- Implement the Game by using Python language, PyGame library and Object-Oriented Programming concepts.

CERTIFICATES & ACHIEVEMENTS

Hack-It-Out Hackathon | CERTIFICATE

- Participated in "Hack-It-Out" a coding Hackathon Event organized by Thakur College.
- Developed an engaging Game with a team of four participants and collaborated with team members to brainstorm, prototype, and finalize the game.
- Designed and implemented core Gameplay Mechanism under time constraints and Enhanced skills In Python and PyGame library.

Python Programming (Udemy) | CERTIFICATE

- Mastered fundamentals Python syntax, proficiently utilizing control flow, loops, functions, Oops concepts and Data Structures.
- Developed my personal project by using Python libraries such as OpenCV and YOLO.

PowerBI Micro Course (Learn More Pro) | CERTIFICATE

- Completed a 30-Day Power BI Course, focusing on data visualization, dashboard creation, and fundamental DAX functions, building strong foundation in Business Intelligence Tools.
- Developed practical skills in connecting, analyzing, and visualizing data from multiple sources for real-world applications.