

## Career Objective

Seeking a position to explore career options in IT sector with a well-respected firm that utilizes my knowledge, discipline and focus that I bring to my work. I am committed to developing my career path as an Engineer. A hard-working and self-motivated graduate student in Computer Science. To secure a position where I can efficiently contribute my skills and abilities to the growth of the organization and build my professional career.

## Personal Qualities

- Excellent in logical, analytical and computational skills.
- Strong motivational and leadership skills even under pressure.

## Experience

### Sannibh Technologies, June 2017 (Internship)

**Bootstrap, PHP, MySQL.**

- Developed a mobile friendly education site, with documents and video streaming capacity.
- Used Bootstrap CSS for the layout of the website and PHP system for backend purpose.
- Also developed all the custom layout as client required and an Admin portal to upload articles.

## Projects

### Image and Scene Augmented system to assist people (Ongoing)

**Python, TensorFlow, Bazel, Docker.**

- I am developing a platform to assist low vision and novice learner.
- This will provide assistance with some useful visual aid displayed on the screen.
- Projection of information is based on speech command & the context of the scene captured by device.

### Faculty Manager

**Android SDK, SQLite Database.**

- Created an application that assigns empty slots of absent faculties with one present, for Dean.
- Developed a certain function that assign proxy to the faculty with the less load on that day.
- Stored and managed the data using SQLite Database.

### Bus Tracking App

**Android, Bootstrap, Google Map API.**

- Developed for University Minor Project. An Android Application that tracks the bus location and upload it to a centre server to be broad casted on web site.
- Contains an Android application that broadcast GPS location to the server.
- These locations are then displayed on the website using Google Maps.

### Roller Ball Game

**Unity Engine, C#.**

- Created a game, based on Unity Engine, that can be controlled via gyroscope of a device.
- It was developed to get a hands-on experience of Game Engine as System Programming example.
- Designed level, game script, lightings, custom textures and skyboxes.

### Daily Spend

**Android SDK, Java, XML, SQLite Database.**

- An offline easy to use accounting application that helps to keep record of your money.
- Focused on the ease of use, a simple widget button was added that increase data entry by 50 % faster than any conventional app on the market.
- Developed at District Level University Hackathon leading a team of three.

### Easy to Read Wikipedia Extension

**Chrome Extensions, JQuery, DOM.**

- Created a google chrome extension that divides the Wikipedia article into 60 words.
- Manipulated DOM of the Wikipedia web page, to extract the content using JavaScript.
- Displayed them on a popup HTML webpage using JQuery.

## **Skills**

**Languages:** C, HTML, CSS, Java, MySQL, PHP, JavaScript

**Framework:** Bootstrap, jQuery.

**SDKs:** Android, Unity, UnityCardboard.

## **Education**

Babaria Institute of Technology, Varnama – Bachelor of Engineering(B.E.) in Computer Science and Engineering (2014-2018). CGPA: 8.22.

## **Achievements**

- Represented BIT edu campus at VCCI annual International Industrial expo.
- 1<sup>st</sup> in Idea presentation at TechZone 1.0, an CSI Institutional Competition.
- 2<sup>nd</sup> in Hackathon at Maharajha Shivajirao University(MSU) MCA faculty, Vadodara.