PAVAN SHELKE

Software Engineer
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LinkedIn | GitHub

Experience

Markytics.AI | Python-Django Developer Intern Pune | February 2024 - May 2024

- Developed a robust login and authentication system for secure user access.
- Set up the application database using PostgreSQL for efficient data management.
- Created a custom user model using Django's AbstractUser for tailored user attributes.
- Implemented a RESTful API for token-based authentication using Django Rest Framework.
- Integrated two-factor authentication to enhance user account security.
- Developed a wrapper class to encapsulate and streamline essential features.
- Implemented email notifications for users upon successful login.

Elite Software's | Python-Django Developer Intern Pune | March 2022 - June 2022

- Developed Voting System Project Using Python , Django Framework
- Developed Neumorphism Login Form using HTML,CSS.

BSNL | Broadband Technician Pune | April 2019 - June 2019

- Learnt about how networking works by working under supervised professionals at BSNL office Akurdi

Education

Genba Sopanrao Moze College Of Engineering Pune
Bachelor's in Computer Engineering October 2020 - July 2023
CGPA: 8.0

Pimpri Chinchwad Polytechnic Pune
Diploma in Computer Engineering August 2017 - May 2020
Percentage: 84.55%

Skills

Programming Languages:	Python, C, C++, Java , HTML, CSS, JavaScript, SQL
Libraries/Frameworks:	Django, Flask, REST API, FAST API, GIT, NumPy, Pandas, Matplotlib, Skikit-learn, OpenCV, Bootstrap, ORM
Databases:	MySQL, PostgreSQL
Specialized Skills:	Backend Development , API Development, Machine Learning, Deep Learning, Natural Language Processing
Technical Skills:	Data Structures, Object-Oriented Programming (OOPs), Programming languages, Big data, Data Analytics, Cloud Computing

Personal Projects

VIDEO CONFERENCING APP USING DJANGO | Check Live

- Developed a video conferencing application using Django framework, leveraging its powerful features for efficient back-end management.
- Implemented Zego Cloud API to enable real-time video and audio communication.
- Utilized HTML, CSS, JavaScript, and Bootstrap to create a sleek and responsive user interface, providing a seamless and enjoyable experience for users.
- Technologies Used: Python, Django, PostgreSQL(database), HTML, CSS, JavaScript, Bootstrap, Zego Cloud

GitHub Repository: https://github.com/pavanshelke16/Video_Conferencing_App

URL SHORTNER USING DJANGO

- Developed a URL shortening application using Django, streamlining the process of creating concise and shareable links.

- Implemented quick and accurate redirection from short to original URLs.
- Designed an intuitive UI for easy URL shortening and management.
- Technologies Used: Python, Django, HTML, CSS, Bootstrap

GitHub Repository: https://github.com/pavanshelke16/url_shortner

TO-DO LIST APP USING DJANGO

- Developed a Todo List application using Django framework, harnessing its flexibility for rapid and efficient web development.
- Designed a user-friendly interface for easy task addition and organization.
- Technologies Used: Python, Django, HTML, CSS, Bootstrap

GitHub Repository: https://github.com/pavanshelke16/todo-App

HANDWRITTEN DIGIT RECOGNITION USING NEURAL NETWORK

- Developed a project utilizing Neural Network to recognize handwritten digits using the MNIST dataset.
- Created User-Friendly Interfaces for Image Upload and Canvas Drawing using Streamlit.
- Technologies Used: Python, TensorFlow, Keras, Streamlit

GitHub Repository: https://github.com/pavanshelke16/Handwritten_digit_recognizer

IMAGE COLORIZER USING DEEP NEURAL NETWORK

- This project is an image colorization application that uses the Generative AI, specifically a deep neural network, to transforms black and white images into colorized versions.
- It leverages a pre-trained model based on the colorization_deploy_v2 architecture using OpenCV's DNN (Deep Neural Networks) module and the Caffe framework.
- Technologies Used: Python, NumPy, GenAI, DNN, OpenCV, Pillow, Streamlit

GitHub Repository: https://github.com/pavanshelke16/Image_colorizer

Academic Projects

FOOTBALL MATCH PREDICTION USING MACHINE LEARNING | Check Live

- This application focuses on predicting the game results of the premier league matches using **Logistic Regression**.
- The accuracy of the system was found to be 60 percent.
- Created User-Friendly Interfaces for predicting match outcomes with a single click using Streamlit.
- Technologies Used: Python, Pandas, Scikit-learn, Pillow, Streamlit

GitHub Repository: https://github.com/pavanshelke16/Football_Match_Prediction

ANDROID NETWORK SECURITY SYSTEM

- Developed an application on the **Android** platform which allows the user to encrypt the messages(data) before it is transmitted over the network.
- Technologies Used: Java, Android, Advanced Encryption Standard Algorithms (AES)

Certifications

- AWS Cloud Practitioner Essentials - Amazon.
- Django Deployment - Learnoverse.