

Rohan Bhujbal

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SUMMARY

Aspiring Software Developer with a strong foundation in frontend and backend development, eager to gain practical experience and contribute to GoDiverse Ltd's mission of making corporate supply chains more inclusive

EDUCATION

University of Birmingham, <i>M.Sc. Advanced Computer Science,</i> <ul style="list-style-type: none">o Related Coursework: Advanced Networking, Algorithms and Complexity, Computer Vision and Imaging, Designing and Managing Secure Systems, Human-Computer Interaction, Mobile and Ubiquitous Computing	Birmingham, UK <i>Expected Graduation: September 2024</i>
K.R.T. Arts, B.H. Commerce & A.M. Science College, <i>B.Sc. Computer Science,</i> <ul style="list-style-type: none">o CGPA: 9.26o Related Coursework: Data Structures and Algorithms, Object-Oriented Programming, Computer Networking, Discrete Mathematics, Software Testing, Software Design, Statistics and Applications	Nashik, India <i>Graduation Date: October 2022</i>

EXPERIENCE

K.R.T. Arts, B.H. Commerce & A.M. Science College <i>Teaching Assistant</i> <ul style="list-style-type: none">• Supported professor in teaching Object-Oriented Programming concepts using Java to a class of 60+ students• Led 10+ lab sessions, graded 100+ assignments, and guided students during weekly office hours	Nashik, India <i>January 2021 – May 2021</i>
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PROJECTS

Pokémon Party Effectiveness Evaluator, <i>Personal Project,</i> <ul style="list-style-type: none">• Developed a Pokémon Party Effectiveness Evaluator using React, allowing users to evaluate their party's effectiveness against various types.• Integrated with the PokeAPI to fetch and display Pokémon and type data.• Implemented state management using React hooks for handling user input and API data.• Designed a responsive UI using Material-UI, ensuring the application works seamlessly on both desktop and mobile devices.• Calculated and displayed the party's strengths and weaknesses against 18 different Pokémon types.	Birmingham, UK <i>April 2024 – May 2024</i>
Unity Game Portfolio, Link <i>Portfolio Project,</i> <ul style="list-style-type: none">• Developed an immersive RPG adventure game using Unity and C#, showcasing proficiency in game development• Designed and implemented engaging gameplay mechanics, character interactions• Created visually appealing 3D environments, character models, and animations using Unity• Deployed the game as a WebGL build, making it accessible through a web browser for easy portfolio sharing	Birmingham, UK <i>March 2024</i>

ACTIVITIES AND LEADERSHIP

University of Birmingham, <i>Student Representative,</i> <ul style="list-style-type: none">• Served as the elected student representative for the CS Department with 100+ members• Offered valuable student perspectives and feedback on society initiatives, events, and curriculum, contributing to 5+ policy changes	Birmingham, UK <i>September 2023 – Present</i>
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SKILLS

Programming: Go, Java, JavaScript, SQL, HTML, CSS

Frameworks and Libraries: React, Node.js

Databases: MySQL, PostgreSQL

Tools and Technologies: Git, Docker, Fiber