Ronit Fozdar

Harrison, NJ 07029

fozdar.ronit.24@gmail.com | +12017477577 | LinkedIn Profile | Portfolio Website

Professional Summary

Software Developer with a Master's in Computer Science and experience in web development, software engineering, and game development. Skilled in Python, JavaScript, React, Flask, and game engines like Unity and Unreal. Passionate about building innovative software solutions and machine learning models to enhance user experience. Seeking to leverage technical expertise in a dynamic software development role.

TECHNICAL SKILLS

- Languages: Python, JavaScript, Java, C++, SQL
- Web Development: React, Flask, HTML/CSS, WordPress
- Game Development: Unity, Unreal Engine, Blender
- Databases: MySQL, MongoDB
- Tools & Cloud/ML: GitHub, Figma, Adobe Creative Suite, Hugging Face LLM, Groq API
- Methodologies: Agile, OOP, Data Structures, Algorithms

Professional Experience

Software Development Intern

Insignia Consultancy Solutions | Aug 2024 - Present

- Developed a chatbot using Hugging Face LLM and Groq API.
- Integrated TTS/STT features, boosting user interaction by 25%.
- Optimized a sentence analyzer program, increasing accuracy by 20%.

Teaching Assistant (CS 630 & CS 656)

New Jersey Institute of Technology | Jan 2023 – Dec 2023

- Assisted in grading and providing feedback for Operating Systems and Networking courses, leading to a 20% improvement in average student scores.
- Developed and administered quizzes and assignments, enhancing student performance and understanding.

Freelance Video Editor & Graphic Designer

Mentease & Webtraffic Agency | 2022

- Increased social media engagement by 30-40% with promotional videos and content.
- Designed dynamic content and managed projects for multiple clients.

Data Analytics & Visualization Intern

Taken Mind | Aug 2019 - Sep 2019

- Analyzed and visualized datasets using Python, Pandas, and NumPy.
- Improved test data analysis tools' efficiency by 25%, streamlining the automation process.

Game Developer Trainee

Giro Fintech | Nov 2020 - Jan 2021

Developed 5 HTML5 games and integrated 3D models into Unity.

EDUCATION

M.S. in Computer Science

New Jersey Institute of Technology (NJIT), Newark, NJ | Sep 2022 - May 2024

 GPA: 3.8/4.0 | Courses: Web Systems, Data Structures, Operating Systems, Advanced Databases

B.E. in Computer Engineering

Thakur College of Engineering and Technology (TCET), Mumbai, India | Aug 2017 - Jun 2021

• GPA: 7.51/10 | Courses: Cryptography, Data Structures, Software Engineering

Certifications

- Machine Learning with Python | Cognitive Class | June 2020
- Data Science Hands-On with Open Source Tools | Cognitive Class | June 2020
- Introduction to Cloud | Cognitive Class | June 2020

Awards

- 1st Place: Ethical Hacking Workshop | TCET | 2017
- 3rd Place: Logo Design | TCET | 2019

Publications

"Implementation of Movie Recommendation System using Machine Learning Algorithms" |
Multicon-W 2021