Harsh Itkar

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Career Objective

Aspiring software developer proficient in C++, Java, SQL and problem-solving, seeking to apply my expertise in creating reliable and efficient software solutions while gaining practical experience through real-world projects.

Education

Bachelor of Technology in Computer Science — November 2022 – June 2026
Pimpri Chinchwad College of Engineering — 8.94 CGPA (Till 5th semester)
Savitribai Phule Pune University

Higher Secondary Certificate — June 2022
Balaji Junior College of Arts, Commerce and Science — Percentage - 89.67
Maharashtra State Board of Secondary and Higher Secondary Education

Expirience

Calfus Inc. — July 2025 - Present

- Developed a Python-based customer data deduplication tool using Machine Learning (ML) to identify for removing duplicate records, improving data quality and ERP reporting accuracy.
- Built a Python-powered data migration tool to automate transformation of legacy data into Oracle Fusion FBDI templates, reducing manual effort and minimizing errors.
- Worked integrations with 3rd party/corporate systems using Oracle Integration Cloud (OIC) and designed BI Publisher reports with custom data models and layouts

Technical Skills

- **Languages:** C/C++, Java, SQL, Kotlin, Dart, HTML, CSS, TypeScript, JavaScript
- **Developer Tools:** Git, IntelliJ Idea, VS Code, Android Studio, Eclipse
- **Frameworks & Libraries:** Flutter, OpenGL, Swing, Firebase, Angular, Node.js, Jetpack Compose

Projects

ExamEase | Angular, Node.js, postgreSQL

- A test platform with text extraction from image and image cropping for test generation
- NodeJS backend integration to PostgreSQL database and Firebase Storage for storing images
- Added OCR support for Devanagari scripts

Noteworthy | Java, Swing, MySQL

- Team project for a note-taking application for individuals and teams
- Designed the frontend on Java Swing framework
- Used MySQL with JDBC connectivity

3D Solar System Simulation | C++, OpenGL

- Implemented transformations for planetary motion and orbiting behavior
- Used texture mapping for realistic visual representation of planets
- Handled camera controls for interactive navigation