Sahil Yogesh Hadke

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EDUCATION

Arizona State University, USA   December 2025
Masters Science - Computer Science   4.3/4
Relevant Courses:Semantic Web Mining, Data Visualization, Knowledge Representation Reasoning

Savitribai Phule Pune Univeristy, Pune, India   May 2022
Bachelor Engineering Computer Engineering   9.7/10
Relevant Courses:Database Management, Artificial Intelligence, Data Structures and Algorithms

TECHNICAL SKILLS

Programming Languages: Python, Java, C++, JavaScript, PHP, C#
Database: MongoDB, SQL
Frameworks and Tools: Node, Express, React, CodeIgniter, Web Scraping, Selenium, Unity 3D, HTML, CSS, Bootstrap, RPA, Powershell, VBA, AWS, Langchain, LLM

EXPERIENCE

Software Engineer   May 2022 – December 2023
FIS, Pune, India

- Saved 1500 hours developing and implementing automated funding booking system using Selenium Java.
- Contributed 750 hours/year savings automating web-based project management processes using SAFAL VBA, garnering recognition efficiency improvements.
- Worked Agile environment, following Agile principles and practices project execution.
- Acted key liaison development team clients, ensuring clear understanding project requirements delivering solutions exceeded client expectations.
- Played key role fostering team bonding lead Fun Committee, organizing multiple successful events strengthened team cohesion morale.
- Mentored and trained junior team member SAFAL, contributing professional development skill enhancement.

Full Stack Developer - Internship   December 2020 – June 2022
OG Advertising Private Limited, Pune, India

- Led 80% reduction manual efforts developing web application automated invoice generation, streamlining invoicing process clients.
- Collaborated prestigious educational institutes India, delivering custom website solutions met unique demands.
- Worked AWS EC2 Instances, utilizing Web Host Manager cPanel website hosting, contributing enhanced performance reliability.
- Led client engagement efforts, working closely diverse clientele understand fulfill specific requirements.
- Acted primary point contact clients, answering phone calls, providing assistance support requests professional manner.
- Supervised and mentored 2 interns, providing guidance support throughout internship tenure.

Studio Associate - Part Time   April 2024 – Present
Next Lab, ASU, Tempe, AZ

- Collaborating closely Unity 3D C# developers integrate system functionalities seamlessly game development projects, ensuring optimal performance compatibility project requirements.
- Worked AWS EC2 Instances, utilizing Web Host Manager cPanel website hosting, contributing enhanced performance reliability.

PROJECTS

JobTailor - Personalized Resume Cover Letter Solution

Python, LLM APIs, Web Scraping, Text Mining

- Developed automated system using Python, LLM APIs, web scraping, text mining streamline customization resumes cover letters.
- Implemented feature analyzes job descriptions using text mining techniques provides metrics similarity tailored resume job requirements.
- Ensured project' end-to-end functionality, web scraping job listings parsing input documents generating final tailored resumes cover letters PDF format.

RAG Application

Python, LLM APIs, Web Scraping, Text Mining

- Developed Retrieval-Augmented Generation (RAG) application: Leveraged LangChain create web-based RAG model, enhancing text generation relevant retrieved content.
- Implemented recursive web crawler: Designed deployed recursive web crawler gather preprocess data multiple webpages comprehensive data coverage.

Password Manager - Secure MERN Password Management Solution

MongoDB, Express.js, React, Node.js, Bcrypt

- Developed secure password manager using MERN (MongoDB, Express.js, React, Node.js) stack store manage user passwords.
- Implemented encryption using bcrypt ensure security stored passwords, protecting user data unauthorized access.
- Designed intuitive user interface using React easy navigation efficient password management, enhancing user experience.

Dijkstra' Algorithm Visualisation

Unity3D, C#, Dijkstra' Algorithm, Pathfinding, Game Development

- Implemented Dijkstra' pathfinding algorithm Unity3D using C#, enabling users interactively select start end points obstacles, visualizing algorithm' process.
- Designed intuitive user interface allows players dynamically set environment observe algorithm' pathfinding action.

- Enhanced user experience providing real-time feedback shortest path found, showcasing algorithm' efficiency effectiveness.

Customer Relationship Management Tool

CodeIgniter, PHP, MySQL, Bootstrap

- Developed custom CRM tool using CodeIgniter, PHP, MySQL, Bootstrap, utilized multiple educational institutes Pune manage leads admission campaigns, resulting 70% reduction manual efforts.
- Implemented lead aggregation various sources, including websites, Facebook, Google, centralized dashboard accessible faculty members efficient lead management.
- Enhanced administrative oversight providing insights lead closure rates per faculty, improving strategic decision-making campaign effectiveness.