Curriculum Vitae

Sanchit Ghule

Contact Information
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Online Presence
`https://sanchit-ghule.github.io/`
`https://github.com/sanchit002sanchit002`

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Introduction

I attended IIT Madras as a graduate student in metallurgical and materials engineering (graduated in 2021). Since during my graduation I'm involved in assistive technologies and In my current position, I advocate the exploration of audio-tactile interactive graphics technology as a means to enhance the learning experience of blind or visually impaired students in STEM fields (STEM – Science, Technology, Engineering, and Mathematics).
`https://joyofgiving.alumni.iitm.ac.in/projects/uncategorised/technology-solutions-to-support-blind-and-visually-impaired-students-to-excel`
If you are involved with a school, an NGO, or developing assistive technologies for individuals who are blind or visually impaired, we would be grateful for the opportunity to collaborate with you and explore potential synergies in this field.
Maintaining GitHub projects is something I try to do.
`https://github.com/sanchit002sanchit002/`

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Research Interests

Our research aims to create educational environments that are both inclusive and accessible by leveraging cutting-edge technology to bridge the gap in access, promote social engineering to make STEM-based courses more accessible to the visually impaired, and design innovative interfaces to enhance user experience.

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Technical Skills
○ Frontend
  - Javascript
  - HTML5
  - React
  - Angular
  - WebAudio
○ Backend
  - Bash
  - Node.js
  - Python
  - C++ (novice)
○ Operating Systems
  - Linux (Arch, Ubuntu)
  - Windows (WSL2)
○ Frameworks
  - Git
  - Docker
  - AWS (receptive)
○ Softwares