



Sanketh Chavhan

Engineer. Tinkerer. Builder

CONTACT ME

+91 8660892703

sanketh09c@gmail.com

[SankethChavhan](#)

[sankethchavhan](#)

EDUCATION

Mechanical Engineering |
PES University
2020 - Present

ACTIVITIES

- Open Source contribution
- Competitive programming
- Augmented Reality and Virtual Reality
- Entrepreneurship
- Algorithm Trading

SKILLS

- Python, JavaScript, C++, HTML, CSS
- Teamwork, multitasking, and attention to detail.
- Software and web development
- Augmented Reality using Vuforia, Unity

PERSONAL PROFILE

Final year Mechanical Engineering student at PES University, Bangalore, passionate about interdisciplinary pursuits. Beyond traditional engineering, I explore art, poetry, music, and finance. My academic canvas blends math precision with creative expression. Dedicated to projects breaking boundaries, merging engineering with art. Networking and online learning shape a future where innovation knows no limits.

WORK EXPERIENCE

Team Lead

Active Research

Conversion of Carbon Dioxide into Hydrocarbon fuels

A viable approach to develop sustainable fuels involves utilizing carbon dioxide (CO₂) and water, harnessing renewable energy to split them. By leveraging abundant CO₂ and employing renewable energy sources, it becomes feasible to generate liquid hydrocarbon fuels

Python, R and Shiny

2021-2022

Stock Market Prediction | Using R and Shiny

Using ML algorithms, built a webapp that predicts the value of a stock analyzing the prices from the past decade or two.

Built a Monte Carlo simulation, programmed to model risk. For pricing, the Black Scholes model was used. The risk value was computed.

JavaScript, Nodejs

2021-2022

Creating Personal Enterprise level Blockchain

Created a personal blockchain from Ground up
Contains Proof of work, consensus algorithm.

Unity and Vuforia

2020-2021

Created Augmented Reality App and VR Environment

Created an Application Software that can display 3D images. Images are shown only when the camera is pointed at certain objects. Virtual reality environment for a game including real world object. Main objective was to improve the physics of the game characters.