

SHARAD TEMBHURNE

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EDUCATION

NYU Tandon School of Engineering, Brooklyn, NY

August 2022 - December 2023

Master of Science in Computer Engineering

GPA: 3.89/4

Relevant Coursework: Data Structures & Algorithms, Machine Learning, Big Data, Deep Learning

Maharashtra Institute of Technology, Pune, India

July 2015 - May 2019

Bachelor of Engineering in Electronics and Telecommunication

GPA: 7.84/10

SKILLS

Programming Languages: Python, Java, HTML, CSS, JavaScript, OTX, C/C++

Frameworks and Databases: Flask, React, MongoDB, SQL, PostgreSQL

Tools: Docker, Figma, Git, JIRA, Spark, CANoe, OTX Studio, Raspberry Pi

EXPERIENCE

KPIT Technologies, Columbus, IN - Software Engineer Intern

June 2023 - Present

- Independently designed a user-friendly python based GUI for a cmd program using PyQt5 library
- Developed OTX scripts to test special features and diagnostic test on engine controlling modules
- Engaged in frequent communication and collaboration with the UX team to ensure effective integration
- Performing unit testing using raspberry pi to validate the quality and functionality of developed software

KPIT Technologies, Pune - Software Engineer

November 2019 - July 2022

- Developed OTX scripts by following ISO 13209 to test the diagnostics functionality of microcontrollers
 - Developed Java codebase to automate the generation of the OTX scripts using Spring Tools Suite IDE
 - Developed various React components from scratch with minimal software requirement specification
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PROJECTS

Personal Portfolio

March 2023 - April 2023

- Designed and developed a responsive portfolio website using HTML, CSS, and JavaScript
- Implemented visually appealing user interface elements using CSS animations and transitions
- Utilized JavaScript to create interactive features for seamless browsing experience for visitors

Chess: Visualization and Insights

March 2023 - May 2023

- Collaborated with the team in migrating chess game and player database from PGN to MongoDB
- Developed Flask backend with Jupyter notebooks for data processing, visualization, and analysis
- Created interactive and dynamic user interface using HTML, CSS, and JavaScript to visualize gameplay

Swarm Robots

January 2018 - April 2018

- Designed prototypes and built multiple Swarm Robots which work collectively using ATmega32P
- Developed an Android app for communication between the mobile and master robot using Bluetooth
- Accomplished successful working of each robot with minimal command signals to the robots

Application-Specific IC for Convolutional Neural Network

August 2018 - April 2019

- Identified three layers of Convolutional Neural Network as 'Convolution', 'Pooling', & 'ReLU'
 - Developed code on MATLAB for a linear array of the three layers of the Convolutional Neural Network
 - Obtained VHDL code for three layers of the Neural Network using MATLAB HDL Coder
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CERTIFICATIONS

Google UX Design Professional Certificate - Coursera

June 2023 - Present

POSITIONS OF RESPONSIBILITY

Vice Chairman, MIT IEEE

- Organized coding competition 'Code-Jam' and technical workshops for more than 250 participants

Cultural Head, Bhumi NGO

- Monitored a team of 18 event heads for cultural events for approximately 600 underprivileged children