

MOHIT DUDANI

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WORK EXPERIENCE

Full Stack Developer Intern at Epsitek technologies

Feb 2024 - July 2024

- Developed Epsitek Technologies' website using the MERN stack, improving page load times by 40%.
- Streamlined workflows, enhancing overall efficiency by 15% and saving 200 man-hours.
- Contributed to SaaS product development, increasing user engagement by 25%.

Product Development Intern at GroupM

Sept 2024 - Feb 2025

- Developed and implemented data scraping techniques for geospatial intelligence, processing location-based data points to optimize ad targeting strategies.
- Contributing to the FineCast product, integrating geospatial insights that resulted in a 15% increase in ad campaign precision and effectiveness.
- Collaborating with cross-functional teams, enhancing Finecast's targeting capabilities by refining audience segmentation.

PROJECTS

MAMA SEARCH ENGINE

- Developed MAMA, a search engine utilizing Maven, Django, and PostgreSQL, enhancing keyword search efficiency by 30%.
- Implemented Maven-based web crawlers to scrape links and return relevant pages on a Python-based Django platform, increasing search accuracy by 20%.

Emotion Detection System

- Developed a deep learning model using CNNs to classify facial emotions from a FER dataset of 3,500 images.
- Extended the model to support real-time emotion recognition from video using OpenCV and live webcam input.
- Achieved accurate multi-class emotion classification and optimized inference speed for real-time deployment.

CHATIFY

- Developed CHATIFY, a chat app using MongoDB, Express.js, React.js, Node.js, and Web Sockets for real-time communication using JWT for secure user authentication and login..
- Enabled real-time messaging and photo sharing between users.
- Integrated functionalities to display online and offline status of users.

PrecisionX

- Built a first-person shooter with projectile-based weapon mechanics, including hit-scan detection, recoil simulation, and dynamic target destruction.
- Designed modular 3D targets with physics-driven reactions and integrated them into UE5's rendering and collision systems.
- Scripted gameplay systems in Blueprints: input handling, event-driven scoring, UI feedback (HUD), and a countdown timer with fail-state logic.

EDUCATION

Bachelor of Engineering in Computer Engineering

Thadomal Shahani Engineering College

2021 - 2025

Avg. CGPA : 8.2

Higher Secondary Certificate in Science

Nirmala College of Science and Commerce

2019 - 2021

Percentage : 92%

ADDITIONAL INFORMATION

- **Technical Skills:** HTML, CSS, JavaScript, Java, Python, C/C++, MongoDB, React.js, Express.js, NodeJS, Unreal Engine, Blueprint, Firebase, MySQL, PostgreSQL, R, Git, Github, Canva.
- **Languages fluent in :** English, Hindi, Marathi, Gujarati, Sindhi