

SMIT SANTOSH SHEWALE

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EDUCATION

University of Southern California, Viterbi School of Engineering Los Angeles, CA
Master of Science in Computer Science Aug 2022-Present
Relevant Coursework: Analysis of Algorithms, Machine Learning for Data Science, Database Systems, Mobile Devices, and Game Consoles, Multimedia Systems Design, Information Retrieval

University of Mumbai, Datta Meghe College of Engineering India
Bachelor of Engineering in Computer Engineering Aug 2018-Aug 2022
Relevant Coursework: Data Structures, Mobile and Web Development, Machine Learning, Analysis of Algorithms

EXPERIENCE

Tvishtryon Solutions Pvt. Ltd. Oct 2021-Jan 2022
Front End Engineer

- Crafted UI/UX for diverse projects: trading website, clothing retail app/website, and AI expense tracker app
- Transformed the user interface of established mobile applications, incorporating innovative features like augmented reality
- Developed websites using HTML, CSS and Javascript

Study Circle Jan 2020-Apr 2020
Software Developer Intern

- Built and operated a personalized database system using Python and SQL
- Revamped company websites using Django and integrated APIs for Google Maps and Weather
- Worked in a team to design and deliver a Student Database Management System for "Smart Consultant Pvt. Ltd"

SKILLS

Programming Languages: Python, C, C#, Java, Dart, HTML, CSS, Tailwind CSS, JavaScript, MySQL
Frameworks/Libraries: Flutter, Node.js, React, Framer-motion, Tkinter, Scikit-learn, Pandas, NumPy, Stylex
Platforms: Unity, VS Code, Android Studio, Jupyter, Firebase Firestore, Figma, Adobe Creative Suite, Microsoft Office

PROJECTS

Skateboard Retail Website Nov 2023

- Developed the front-end of an ecommerce-ready skateboard retail website using React, React Hooks, and React Router DOM, ensuring a seamless and dynamic user experience
- Implemented dynamic content, an interactive filter section, and employed Tailwind CSS for an online shopping journey

Object Detection Oct 2023

- Developed a Java object detection algorithm using HSV histogram matching to identify and segment objects in images
- Automated image processing for background subtraction and color-based clustering to isolate objects in varied scenes that involved multiple target objects and visualized detected results with annotated bounding boxes and labels

Little Timmy's Spooky Mansion Game Apr 2023

- Collaborated with a team of 7 game developers to design and develop a stealth game in Unity engine
- Introduced game mechanics and features, such as environmental traps, physics, AI NPCs, and lighting using C#
- Optimized game performance by reducing draw calls, improving rendering techniques

Rotaract And You Mobile Application May 2022

- Created and launched an event management app utilizing Figma, Flutter, and Firebase Firestore to automate club's operations
- Designed a centralized data warehouse, providing convenience for data management, tracking, and streamlined report generation for annual audits

Restaurant Management System Apr 2019

- Leveraged Java and SQL to architect and implement a dynamic, real-time restaurant point-of-sale (POS) system
- Mapped out GUI in NetBeans and applied Scheduling algorithm and Priority Queue for reservations
- Provided a Database Management System to retrieve and manage essential records for sales analytics

LEADERSHIP AND INVOLVEMENT

Rotaract Club Of Thane North End (Non-profit organization) Jul 2020-Jun 2021
Creatives Director

- Directed a team of 5 members to handle digital media to generate appealing digital content and handled social media accounts
- Nominated for 'Best Creatives Director' Award
- Partnered with "Arana Foundation" to raise funds to support education for children born in low-income families
- Organized food donations, blood donation drives, and virtual events for mental health awareness