

SOHAM SACHIN PRADHAN

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Education

University of Mumbai , India

Aug 2016 – Jun 2020

B.E. in Computer Engineering

GPA: 8.1/10

Coursework: Data Structures, Analysis of Algorithms, Data Mining, Object Oriented programming

Technical Skills

Programming Languages - Java, C, Python, HTML, CSS, JavaScript, PHP | Technologies– XAMPP, Apache HTTP Server | Tools and IDEs – Eclipse, NetBeans, IntelliJ, Atom, Sublime text

Experience

LTI | Summer Intern

Jun 2018 – July 2018

Worked as a full stack development intern.

Designed an online project management system for employees where they can access and update their tasks set up by their managers.

Worked on technologies such as C#, Microsoft SQL server, Angular, HTML5, and CSS3.

Vidyalankar Institute of Technology | Teaching Assistant

Aug 2018 – Dec 2018

Worked as a teaching assistant for the subject “Data Structures” under Prof. Devendra Pandit.

Interacted with juniors and guided them by solving their bugs in code.

Graded assignments and test papers of the class.

Projects

Image Captioning using Deep Learning (Python)

June 2019 – May 2020

The aim of this project is to detect abstract objects in an image and then give a description of those objects as seen in the image.

Used the Flickr 8k dataset where each image consists of 5 captions.

Achieved a BLEU score of 0.61.

Student Professor Interaction System (HTML, CSS, PHP, JS, PostgreSQL)

June 2018 – Sept 2018

Created a college management system in which students and professors have accounts.

The professor can upload assignments to respective class and the student can access through his/her account. There is also an inbuilt pdf converter, which lets the student save the assignment in the form of pdf.

The student can also check his/her schedule and other college-related activities.

Page replacement policy in Operating System (Python)

Mar 2018 – Apr 2018

The mini-project shows how pages of virtual memory are allocated in page frames of main memory.

It also shows how pages are replaced using various page replacement policies such as “FIFO”, “Optimal Page replacement” and “Least recently used” in case of a page fault.

Interactive game using Python (Pygame, Django)

Feb 2018 - Mar 2018

Inspired by the MSWLogo and a tribute to it, this game is aimed at introducing programming to school kids.

The whole application is in the form of the game consisting of various chapters where each chapter is aimed to introduce the user to a new in-game command which resembles a command used in an actual programming language. This game was created using Pygame, one of the modules of python.

A login system was made for every user using the Django framework and python programming

Schedule Management System using Data Structures in C (C)

Jul 2017 - Oct 2017

Created a task manager for students such that it calculates the most efficient way to complete tasks using a linked list.

Implemented the linked list and designed the project using graphics in C.

Leadership and Service

Served as the **Technical Event Planner** at Computer Society of India, VIT, Mumbai.

Aug 2017 - May 2018

Served as a Volunteer at Akanksha Foundation helping underprivileged kids.

Aug 2017 - Jan 2018