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UDAY AHUJA

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EDUCATION

Smt. Kashibai Navale College of Engg.

August 2017 – May 2021

- GPA : 8.29/10 – Bachelor of Engineering in Information Technology
- Courses: Fundamentals of Data Structures, Object Oriented Programming, Database Management Systems

SKILLS AND TECHNOLOGIES

- Programming & Databases: Java, Python, C, C++, HTML, MySQL
- Frameworks & Tools: Spring Boot, Apache Spark, Vim, Android Studio, Postman, IntelliJ

PROJECTS

Live Tweet Analysis of continuous streaming data using Apache Spark

Jan 2021

- Continuous feed to Spark and analyzed the tweets every 10 seconds based on Popular Hash tags, Popular Mentions using spark RDD, Data frames and used various spark operations like Map, Reduce. Dashboards reflect live changes in the trends

Instagram Clone

Dec 2020

- Developed an android application like Instagram. Implemented creation of a profile, fetching data from server, adding posts, capability to search people and a feature to follow/unfollow people.
- Architected the datawarehouse model in MySQL and developed the end to end application in MVC architecture using SpringBoot on server side and Android on the UI side.

Face Controlled Snake Game using Human Computer Interaction

July 2020

- Developed a snake game where the motion of the object is controlled by live human nose movement.
- Built an intelligent multi-threaded snake chasing architecture with speed limits of human motion.
- Implemented the user interface using C++ and the HCI control using Python DLib library.

Simulation Platform for visualization of Sorting Algorithms

Sept 2020

- Developed an intuitive learning application which represents step by step functioning of algorithms in visual manner.
- The visualization aims at faster and clear understanding of the various sorting algorithms.
- Developed an application in C++ using Win32 API that implements different algorithms and displays its graphical representation for better understanding.
- The User Interface and backend was built in C++ using Win32 API.

Pet Shop Management System

Aug 2019

- Built an end to end platform which aims at easing the life cycle of managing pet shop. Developed various features such as user management portal for external users, admins and employees.
- Pet tracking feature for efficient mapping of customer needs and pet availability.
- Implemented the backend architecture using Java and database models using triggers, procedures, etc. in MySQL

CERTIFICATIONS

- Graph Search, Shortest path and Data Structures (May 2020) Stanford University
- Divide and conquer, Sorting and searching, and Randomized Algorithms (April 2020) Stanford University
- Programming fundamentals (Aug 2018) Duke University

ACHIEVEMENTS

- Ranked 2nd in the pair programming competition held at “Sinhgad Institutes” during Sinhgad Karandak.
- Successfully completed Youth Empowerment and Skills(YES+) workshop organized by the Art Of Living organization.