

VAIBHAV PATIL

+91-7805826387 | vaibhavpatil843541@gmail.com | linkedin.com/in/vaibhav-patil-0107a825b
Github.com/vaibhavpatil2005

Education

VIT Bhopal University <i>Bachelor of Technology in Computer Science (CGPA: 8.71/10)</i>	Aug. 2022 – May 2026
Govt H.S.S. Sirpur, Burhanpur <i>Higher Secondary School Certificate (Percentage: 88.8%)</i>	May 2021 – May 2022
Govt H.S.S. Sirpur, Burhanpur <i>Secondary School Certificate (Percentage: 93.7%)</i>	May 2019 – May 2020

Technical Skills

Programming Languages: C, C++, SQL, JavaScript

Development: HTML, CSS, React.js, Unity(Game Development)

Databases: MySQL, MongoDB

Tools & Technologies: AWS, Git, GitHub, Blender, Vuforia(Ar/Vr)

Relevant Coursework: Operating System, Computer Networks, Database Management Systems, Object-Oriented Programming(OOPs), Data Structures and Algorithms, Cloud Computing

Projects

TechQuizGame Application <i>C Programming, Pointers</i> Link	Sep/2025
<ul style="list-style-type: none">Built a CLI-based Quiz Game featuring multi-round gameplay, dynamic scoring, and an interactive menu-driven interface records and enabling reset, view, and update functionalities using core C programming concepts.Structured the program using functions, pointers, arrays, and conditional logic for smooth user input flow and modular game execution.	
Crime Navigator <i>React.js, Node.js, Express.js, MongoDB</i> Link	Jan/2025
<ul style="list-style-type: none">Developed a full-stack Crime Prediction and Analysis Web Application using MERN stack and Flask for the machine learning backend. Implemented real-time crime forecasting models based on user-selected parameters, visualized crime trends with dynamic charts, and integrated real-time news for actionable insights.	
FunStrike4-WebGame: <i>React.js, Node.js, JavaScript, TypeScript</i> Link	May/2025
<ul style="list-style-type: none">Developed an interactive Webgame with dual gameplay modes competitive 2-player (local) and single-player vs AI,a colorful and responsive UI using React, TypeScript, Node.js, JavaScript, HTML, and CSS.Engineered a smart AI opponent using optimized decision algorithms for challenging single-player mode.Designed a 7x6 turn-based grid system with win-condition checks (horizontal, vertical, diagonal) for accurate gameplay.	

Coding Profiles

Competitive Programming ([GeeksforGeeks](#) & [LeetCode](#))

750+ algorithm and data structure problems solved, showcasing problem-solving, and logical reasoning abilities

- Achieved mastery in DSA by solving 400+ GeeksforGeeks and 350+ LeetCode & Codeforces problems in C, C++,Python optimizing solutions for efficiency.

Achievements & Responsibilities

- Awarded the **Dreamed STARS Scheme 100%Scholarship** by VIT Bhopal.
- Ranked among the **Top 50** teams in the **ZS Campus Beats** Challenge.
- EricssonEdge Academia** Recognized for outstanding achievement, securing a spot in the **Top 500**.
- Secured first rank in district in class 12th and third in block in class 10th.
- Core Member of the Coding Blocks Club at VIT Bhopal.

Certifications

- Great Learning:** Data Structuares and Algorithm in C
- Simplilearn:** Foundations Knowledge of cloud and AWS.