VIDHISHA KAMBLE

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PROFILE

Computer Science graduate from Modern College, Pune, with a strong foundation in backend development and core computing principles. Proactive, adaptable, and committed to continuous learning. Seeking a full-time role to contribute technical expertise and grow within an innovative team environment.

EDUCATION

Bachelor of Science (Computer Science), Modern College of Arts, Commerce and Science   2022 – 2025
CGPA: 8.2

HSC Science, Late Bhairomal Tanwani Junior College   2020 – 2021
Percentage: 81%

SSC Board, Baswantrao Patil English School   2018 – 2019
Percentage: 60%

SKILLS

Programming Languages	Python, C/C++, JAVA, PHP, HTML/CSS, React, JavaScript, MySQL, PostgreSQL
Core Skills	Backend Development, Data Structures and Algorithms (DSA), Database Management (DBMS/RDBMS)
Soft Skills	Problem Solving, Resourcefulness, Responsibility and Accountability, Self-Motivated, Adaptability and Flexibility

PROFESSIONAL EXPERIENCE

AI Intern   ProPlus Data Prospect Intelligence   June 2025 – Present
Pune, India

- Working on advanced web scraping and data extraction projects using tools and frameworks such as Google Gemini, LangChain, LLMs, RAG, OCR (Tesseract), BeautifulSoup, Playwright, and ScrapingDog.

- Building intelligent data pipelines that leverage GenAI to extract, analyze, and summarize information from dynamic web content for business insights.

- Collaborating with cross-functional teams to develop scalable backend solutions and improve scraping accuracy and efficiency.

GenAI Intern   Ernst Young   June 2024 – July 2024
Pune, India

- Developed an eKYC system with features like image capture, OCR-based Aadhaar extraction, and fraud detection. Contributed to frontend design and backend integration using Flask API.

- Built a dynamic form translation solution leveraging the Google Translate API for real-time text and PDF translations, ensuring seamless backend and frontend integration.

PROJECTS

Pixel Art Platformer Game (Mario-style)   July 2025 – Present
Working on a 2D pixel art game inspired by Mario, focusing on character movement, obstacle navigation, and collectible interactions. Designed game elements and animations using Piskel and UI layouts in Figma. Developed gameplay logic using Unity and C.
Technologies Used: Unity, C, Piskel, Figma

AI Interview Assistant   August 2024 – May 2025

Built an AI-powered tool to prepare for interviews. Features include a dynamic question generator based on user inputs and a mock interview setup using text-to-speech and speech-to-text. Provides feedback ratings based on various parameters.

Technologies Used: Backend in PHP, Frontend in React, Gen AI: Google Gemini, Database SQL.

AI Study Helper   November 2023 – April 2024

Developed a tool that allows users to upload study documents and generates fill-in-the-blanks, true/false, short-answer, and long-answer questions with an answer key.

Technologies Used: Backend in Java, Frontend in React, Retrieval-Augmented Generation (RAG).

CERTIFICATIONS

The Joy of Computing using Python   NPTEL

Programming in Modern C++   NPTEL