

VIRAJ SHAH

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SUMMARY:

Passionate and highly motivated with a strong base in Python programming and web development. I am 3rd year student and currently pursuing computer science engineering Seeking an entry-level position where I can apply my technical skills, creativity, and eagerness to learn to contribute to a dynamic team and organization I am actively seeking an internship to apply theoretical knowledge in real-world scenario.

EXPERIENCE:

Engineering Services International, Robotics Gallery, Science City **January 2024 – Sept 2024**

Software Engineer Intern at India's First Robotic Gallery

- Worked on Visual Studio Community for Store Separation Project (**Defence Project**)
- Also worked on Unity for Game development and to make Video player to see the video Frame by frame.
- Made a cube runner game in Unity for understanding the concept of Unity [CubeRunnerGame](#)
- Worked in wordpress for Website Development of **Newage Robots**
- Had made Unitree GO2 website for **Vantara** in Python Using **Streamlit** library

Currently working at **Cresco IT Systems**, Sindhu Bhavan Ahmedabad

December 2024 – Present Software Engineer

- Working on Node Js for xml file config
- Also worked on the image processing (**Python**) for fetching the serial numbers and the qr code

EDUCATION:

Lok Jagruti University, Sarkhej | Bachelor of Engineering (**Computer Science and Engineering**) | 2021-2025 | CPI: **7.28/10**

H B Kapadia | HSC | 2020 - 2021 | Percentage: **72.61%**

Arjun English School | SSC | 2018 - 2019 | Percentage: **74.66%**

SKILLS:

Programming Languages: Python, HTML, CSS, JavaScript, C

Web Development: HTML, ReactJS, NodeJS, Bootstrap

Database Management: MySQL

Problem Solving: Strong analytical and problem-solving abilities

Teamwork: in group projects and assignments

Communication: Nice at verbal and written communication skills

PROJECTS:

1) Library Management System (INDIVIDUAL UNIVERSITY PROJECT)

- Developed a responsive and user-friendly library management system website using **HTML and CSS**. The system enables users to browse, purchase, and manage their favourite books seamlessly.
 - **Key Features:**
 - Browse Books:** Users can search and view a catalog of available books.
 - Add to Cart:** Users can select and add books to their shopping cart.
 - Purchase Books:** Users can proceed to checkout and purchase the selected books.
 - View Bill:** After purchasing, users can view a detailed bill of their transactions.

2) JARVIS (GROUP PROJECT)

- Developed JARVIS, a voice-based AI assistant, using **Python**. JARVIS automates tasks with a single voice command, enhancing user productivity and convenience. Also libraries such as **SpeechRecognition**, **pyttsx3**, **pyaudio** are used
 - **Key Features:**
 - Voice Recognition:** Integrates speech recognition to process user commands
 - Natural Language Processing:** Understands and responds to user queries in natural language.
 - Custom Commands:** Supports customizable voice commands for personalized automation.

3) .Brick breaker game (INDIVIDUAL UNIVERSITY PROJECT)

- Developed a classic brick breaker game where a ball bounces off a paddle to break bricks. The game was implemented using the **SimpleGUI** module in **Pygame**.
 - **Key Features:**
 - Ball and Paddle Mechanics:** Designed realistic ball movement and paddle controls.
 - Brick Layout:** Created multiple levels with different brick configurations.
 - Collision Detection:** Implemented collision detection for the ball with bricks, walls, and paddle.
 - Scoring System:** Added a scoring system to track and display the player's score.

INTERESTS

Cyber Security
Machine Learning
Unity Game Development
Frontend Web Developer
Artificial Intelligence

CERTIFICATIONS

COURSERA: HTML,CSS and Javascript for Web Development

<http://coursera.org/verify/3A9YPNMEKFJZ>

COURSERA: Exploratory Data Analysis for Machine Learning

<https://coursera.org/verify/KF6MGDV7L9MZ>

COURSERA: Data Structure

<https://coursera.org/verify/YWGKMMH3HAH6>