

Prathamesh Dhande

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CAREER OBJECTIVE

Recent Computer Engineering graduate with strong programming skills. Eager to apply technical knowledge in a challenging role in the tech industry.

WORK EXPERIENCE

TRAINEE SOFTWARE DEVELOPER / SYSTEMICS SOLUTIONS PVT LTD

June 2024 – Present / Vashi, Navi Mumbai

- Trained in HTML, CSS, JavaScript, and jQuery for front-end development.
 - Developed responsive applications using Bootstrap and ASP.NET MVC with C#.
 - Managed databases with Microsoft SQL Server, optimizing queries for efficiency.
 - Collaborated in team projects and code reviews to enhance coding practices.
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SKILLS

PROGRAMMING LANGUAGES: Python, Java, C, C#, TypeScript.

FRONTEND DEVELOPMENT: HTML, CSS, JavaScript, Bootstrap, Tailwind CSS, React, Redux, jQuery.

BACKEND DEVELOPMENT: Flask, FastAPI, NodeJS, ExpressJS.

DATABASE: MySQL, MongoDB, Microsoft SQL Server.

TOOLS: Git, Github, Eclipse IDE.

EDUCATION

BACHELOR OF ENGINEERING IN COMPUTER ENGINEERING

Dec 2020 – May 2024 / St.John College of Engineering and Management / Palghar, India

Grade: 9.05 CGPA

HSC (SCIENCE)

June 2019 – April 2020 / Tarapur Vidya Mandir & Junior College / Boisar, India

PROJECTS

PRAKRITI – UNEVILING YOUR PRAKRITI

Sept 2023 – April 2024

- AyurInsights features a chatbot using React.js and FastAPI with WebSocket, utilizing an FNN model for Prakriti prediction and an ANN model for user interaction, achieving 91% accuracy.
- It provides personalized diet and lifestyle recommendations in PDF format.

BLOOGO APP

July 2023 – August 2023

- Developed Bloogo, a dynamic blogging platform utilizing React for the frontend and FastAPI for the backend, ensuring a seamless user experience.
- Implemented JWT authorization for secure user authentication and access control through API tokens.
- Designed and styled the application using Tailwind CSS, creating a responsive and visually appealing interface.
- Enabled users to upload profile and blog thumbnail images, integrating Cloudinary for efficient media management.
- Managed data persistence with MongoDB, ensuring robust storage and retrieval of user and blog data.

SPACE INVADER GAME

Dec 2022 – Jan 2023

- Developed a classic Space Invader game using Pygame, leveraging Python for game mechanics.
 - Designed the main menu interface with Tkinter for a user-friendly experience.
 - Implemented responsive controls, allowing players to maneuver the spaceship using arrow keys without blocking the main thread.
 - Added collision detection and a crash animation for an engaging gameplay experience.
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ACHIEVEMENTS

- 2nd Position in Tech Quiz, Megalio, National Level Competition Conducted by St.John College of Engineering and Management – June 2023.
 - Participated in 24 hrs Hackathon conducted by St.John College of Engineering and Management – Aug 2023.
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INTERESTS

- Eager to Learn New Technologies
 - Solving Coding Problems
 - Learning New Things
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