

Mumbai, India.  
PIN - 421302

# SOURAV MHATRE

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## ❖ EXPERIENCE

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**Android Application Developer Intern**                      **Appdid Infotech**                      **July 2019 - November 2019**

- Implemented knowledge about the technical life-cycle of android applications during each development phase.
- Wrote efficient , well tested and maintained code by using Android Studio and Java programming language.
- Participated in code reviews with other fellow team members.
- Collaborated with other team members to provide technical insight and review working drafts.

## ❖ LANGUAGES AND SKILLS

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- Programming Languages - C++ (proficient), C# , Java
- Operating System - Linux, Windows, Mac OS, Android
- Database - MySQL
- Platforms - Unreal Engine 4 , Unity 3D ,Vuforia engine , AR Spark Studio, OpenGL, Android Studio , Visual Studio
- Others - OOP concepts , Data structures and algorithms ,3D math, Agile software development, System design.

## ❖ EDUCATION

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**B.E. in Information Technology**                      **University of Mumbai**                      **July 2017 - November 2020**

- Achieved CGPI - 6.7
- Main coursework: Data Structures, Design and analysis of Algorithms, Computer Architecture, Artificial Intelligence, Database Systems, Operating Systems, Software Engineering , Big data analysis.

**Diploma in Information Technology**                      **Vidya Prasarak Mandal Polytechnic**                      **August 2014 - June 2017**

- Achieved first class with 69% Aggregate.
- Main coursework: Applied Mathematics , Computer Hardware, Data Networking , Information Security , Mobile Computing , Scripting Technology , Digital Techniques , Microprocessor Programming.

## ❖ PROJECTS

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### 1. AIRFLIGHT -

- Platform - Unity 3D (Engine) , C# (Logic Language).
- Created and developed my own 3D flight physics system in Unity 3D , by using actual flying physics math and programming logics.

### 2. ALCOHOL SENSING AND SMART VEHICLE CONTROLLING -

- Platform - Arduino Uno R3 , MQ3 sensor , Node MCU , C++(Logic Language)
- Successfully built a system by writing code in C++ to detect presence of alcohol through sensor and immediately turn on the buzzer.

### 3. SPACE SHOOTER PRO -

- Platform - Unreal Engine 4 , C++ (Logic language)
- Developed 2D space shooting game which includes spaceship with different types of powers along with the implementation of core concepts such as collision , explosion , sound effects , particles and animation.

## ❖ ACHIEVEMENTS

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- Received 4 Star Silver badge in logical problem solving using C++ on Hackerrank website.
- Secured 3<sup>rd</sup> rank in online coding competition organized by Appdid Infotech in August 2019.