

Vishwajit Harish

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SUMMARY

Computer science graduate with a passion for technology and strong foundation in programming. Eager to apply my theoretical knowledge to practical projects and gain hands-on experience. Committed to continuous learning and growth in the field of technology.

INTERNSHIPS

Intern, 5X5 Gaming, California, USA: March 2023 –May 2023

- Collaborated with the back-end team on a project serving as a central communication medium with other teams, overseeing task management and functionality coordination
- Conducted testing and pinpointed significant glitches and bugs within the game.

Intern, Compssoft Technologies, Bengaluru, KA: March 2022 –April 2022

- Contributed to the development of "Quora for Engineering Queries," a comprehensive project designed to build a full-stack web framework to meet the needs of client.
- Developed functional webpages and established a robust database infrastructure to collect and securely store data, aligning precisely with the client's specifications and expectations.

PROJECTS

Outlier detection based on the sensitivity of Data: Python, Pandas, Jupyter

- Developed a robust outlier detection system using Python libraries, incorporating advanced statistical algorithms (Boxplot, MAD, LOF) within Jupyter environment.
- Conducted ANOVA test to analyse dataset variations and determine the most effective outlier identification algorithm.

Covid Bed Booking System: Python, Flask, HTML, MySQL, Django

- Developed an end-to-end hospital bed booking platform, utilising Python's Flask framework, HTML, MySQL, and Django.
- Integrated frontend and backend components for seamless booking management and user experience.

Eit-bit Crypto Transfer Website: Solidity, React, Web 3.0, AWS

- Architected and deployed a global cryptocurrency transaction platform using Ethereum's Solidity smart contracts, React, Web 3.0, and AWS.
- Engineered backend infrastructure to ensure rapid and secure crypto transfers, incorporating innovative smart contract logic.

2-D Dodge Game: Open-GL, GLUT, C language

- Developed an immersive 2-D dodge game using OpenGL graphics rendering and GLUT library functionalities, programmed in C.
- Implemented dynamic user controls for a UFO character, featuring real-time input processing and collision detection algorithms for engaging gameplay

Android Quick Math App: Java, Android Studio

- Designed and implemented an interactive mobile quiz application challenging users mathematical skills, developed using Java and Android Studio.

EDUCATION

Masters of Information Technology (CyberSecurity), University of Technology Sydney, Australia (2024-Present)

Bachelor of Engineering: Computer Science, Visvesvaraya Technological University, India, (2019-2023)

SKILLS & TOOLS

Languages: Java, Python, C++, Swift, Solidity

Data Management & Analytics: MySQL, SQLite, NoSQL

Web Development: HTML, CSS, ReactJS

Tools: Jupyter, Visual Studio, Android Studio, Xcode

WORK RIGHTS

Authorised to work in Australia under student visa subclass 500. Eligible to work up to 24 hours per week during academic sessions and full-time during course breaks, as per visa regulations.

REFERENCES