VAISHNAVI PATEKAR

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Profile Summary

Self-motivated Computer Engineering student with experience in **Java** and **Full Stack Web Development (MERN stack)**. Skilled in building **responsive, user-focused solutions** with seamless frontend–backend integration. Experienced in working on **innovative projects** including **IoT** and **AI-integrated** platforms, with a passion for using technology to **solve real-world problems** and deliver scalable, intelligent applications.

Education

B.E. in Computer Engineering   November 2022 – June 2026
Trinity College of Engineering and Research, Pune | **CGPA: 8.01**

Senior School Certificate Examination (CBSE - Science Stream)   June 2021 – March 2022
Rotary English Medium School and Junior College, Khed | **Score: 79%**

Secondary School Certificate Examination (SSC)   June 2019 – March 2020
St. Xavier's School , Mahad | **Score: 93%**

Skills

-**Technical Skills:** Java, DSA, OOP, HTML, CSS, JavaScript, MongoDB, Express.js, React.js, Node.js (MERN Stack), PHP, MySQL
-**Tools and IDEs** : VS Code, GitHub, Postman, Arduino IDE , Raspbian OS.
-**Soft Skills:** Communication, Teamwork , Problem-solving , Adaptability.

Projects

1. Banquet Hall Booking Website   **LINK**
• Developed a full-stack **MERN (MongoDB, Express.js, React.js, Node.js)** website for banquet hall slot booking.
• Implemented user booking functionality with slot selection, booking confirmations, and RESTful API integration.

2. Campus Auto Connect   **LINK**
• Built a website for students to book auto rickshaws to/from campus using **HTML, CSS, JavaScript, Express.js,** and **MongoDB**.
• Implemented student login validation with secure database handling.

3. AI Driven Smart Blind Stick   **LINK**
• Created an assistive device using **Raspberry Pi** and **ESP32-CAM** for object recognition, voice alerts, and GPS-based SOS.
• Included features like water detection and achieved **90%+** accuracy in obstacle recognition.

4. Memory Flipping Tiles Game   **LINK**
• A Java Swing-based game to match tile pairs with move counter, timer, difficulty levels, and dark mode support.
• Features an interactive GUI using **OOP, ArrayList**, and **javax.swing.Timer** for real-time gameplay.

Internship

Intern – Edunet Foundation(SAP)   January 2025 – April 2025
- Completed training in AI, ML, IoT, and Data Science with hands-on projects.
- Worked on an IoT-based assistive device and **3+** mini projects like sign language recognition and smart brightness control.
- Gained practical exposure to real-world applications and enhanced technical and communication skills.

Certifications

- Java Course – Scaler Academy
- IBM Cyber Security Certificate – IBM Skills Build
- Augmented & Virtual Reality Bootcamp Certificate – Organized by CDAC
- Accenture Data Analytics and Visualization Job Simulation – Forage

Achievements

- **Finalist, Code Unnati Innovation Marathon 3.0 –** Selected among **160** projects and presented at GTU, Ahmedabad.
- **Winner**, ISTE Prototype Making Competition
- **Research Paper Published** – Enhancing Healthcare with Predictive Analytics Using Machine Learning Model.(IJIRT 2024)