

SAMEERAN SAINATH SHINDE

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EDUCATION

Savitribai Phule Pune University

B.E in Information Technology

2024 - 2027

Pune, India

AISSMS POLYTECHNIC

Diploma in Computer Engineering

2021 - 2024

Pune, India

PROJECTS

WorkshopHub | HTML, CSS, JavaScript, Typescript

[GitHub](#)

- A **Modern, full featured online workshop** and seminar registration platform.
- Uses **MongoDB for storing data into Database.**
- Features user authentication, workshop browsing, booking management, payment processing, and PDF receipt generation.

Finance Dashboard | HTML, CSS, JavaScript, Typescript

[GitHub](#)

- An **interactive interface for managing your finances** and **other miscellaneous expenses.**
- Features **allows users to track transactions, visualize spending patterns, and gain insights into their financial activity.**

Fly Craft | Java

[GitHub](#)

- Developed a mod for the game **Minecraft** with the help of **Forge MDK.**
- Implemented new in-game functionality by **modifying core game behavior** through Java.
- Worked on **integrating and testing the mod within the Minecraft environment** for stability and performance.

TECHNICAL SKILLS

Languages: Python, C, C++, Java, HTML, CSS, JavaScript, TypeScript

Frameworks/Libraries: Next.js, React, Node.js, Express.js, Tailwind CSS

Databases/Services: PostgreSQL, Firebase, MongoDB

Tools: Git, GitHub, Figma

PUBLICATIONS

1. **ReVOLT: Transforming E-waste into Sustainable Future** | Published a research paper on an Android-based e-waste management system that connects citizens, NGOs, and authorities to ensure structured and efficient electronic waste disposal.

ACHIEVEMENTS

1. Participated in **Technodium24** (MIT Alandi) by developing an end-to-end android application.
2. Participated in **Tech-Titans 2k-24** by creating application for systematic disposal of e-waste.
3. Participated in **WEB DEV: APCOER HACKTHON** by developing a lost and found portal on a college level.