

# Janmejay S Purohit

Computer Science Engineer

E-Mail: [janmejayspurohit@gmail.com](mailto:janmejayspurohit@gmail.com)

Portfolio: <https://www.janmejay.gq>

Mobile: +91 8073007660

## ● EDUCATIONAL QUALIFICATION

Year	Degree / Certificate	Name of the Institute / School	CGPA / %
2019	B. Tech	Dayananda Sagar University, Kudlu Gate, Bangalore	9.21
2015	12 <sup>th</sup> (DPUE)	Jain College, Jaynagar, Bangalore	90%
2013	10 <sup>th</sup> (ICSE)	Cambridge Public School, HSR Layout, Bangalore	82.33%

## ● WORKING EXPERIENCE

Duration	Company	Work / Technologies
2019/08/24 ~ 2020/05/13	Human Resocia	Learning Japanese Language at a business level (N3 and above), and working on dashboard development related project with Japanese Environment with Javascript, HTML5, CSS and Bootstrap.
2019/01/15 ~ 2019/08/15	Box8	Software Engineering, Payment Gateway Integration, Bug fixes and Application Development on <b>Ruby on Rails</b> endorsed with RSpec, Postgres, Redis, Redash, AngularJS, Elastic Search and Kibana.
2018/06/04 ~ 2018/12/04	EzPG Network Solutions Pvt Ltd	Payment Gateway Integration, bug fixes and Application Development using AngularJS, PHP and Postgres.
2017/07/04 ~ 2017/09/04	MindIQ	ChatBot Development for business platforms using Bootstrap, JQuery, <b>JavaScript</b> and SQLite.

## ● PROJECTS

Duration	Name	Description
2019/01 ~ 2019/08	Final Year Project	The work done during my internship at Box8 had been presented as my final year project. Please visit my website, described on top, for the documentation and other details of the project.
2018/12 ~ 2019/06	ICICC Website Development	Developed a website for the <b>ICICC</b> International Conference held at Dayananda Sagar University on 7 <sup>th</sup> - 8 <sup>th</sup> July 2019
2018/08 ~ 2018/12	Image Steganography	Implementing steganography technique to hide text inside an image and an image inside an image using <b>Matlab</b> and image processing algorithms.

2018/08	Virtual Reality App	Part of NASA Space Apps Hackathon, it revolved around the idea of providing astronauts a virtual environment to study, understand and explore unknown alien terrain using images captured by Hubble Telescope, provided by <b>NASA</b> . The project was built using Unity Software.
2018/03 ~ 2017/09	Smart Fish Tracking	With an objective to help fishermen, the project aimed to apply video analytics using <b>Matlab</b> and Computer Vision algorithms to help classify out pregnant fishes to prevent fishing them out which would result in better yield of fish culturing.
2017/01	Trash Out	Part of <b>Hack2Help</b> Hackathon, the project aimed to promote the Swacch Bharat Abhiyan Movement by helping locate nearby Trash Bins' location based on user's current location by querying a pre-fed database consisting of the location co-ordinates of the waste bins, using Android Studio.
2016/08 ~ 2019/04	DSU Digital Library	Contributed to Front end as well as Back end development of <b>DSU Digital Library</b> to host educational PDFs, Books, DVDs and linked various E-Learning resources to provide e-learning for students at the college library, created on Django using Bootstrap, HTML, CSS and Postgres as the database

### ● TECHNICAL SKILLS

Android Studio	AngularJS	C/C++
CSS	HTML5	Illustrator
jQuery	Java	JavaScript
MS Office	MySQL	Photoshop
Python	Redis	Ruby on Rails

### ● ACHIEVEMENTS & AWARDS

- Vice-President of CSI DSU Bangalore South Chapter.
- Co-ordinated and volunteered in various Conferences, Seminars and Workshops.
- Actively participated in sports.
- Proud Scout of The Bharat Scouts and Guides.
- School level topper of Science & Maths Olympiad (2008).
- Japanese language with **JLPT N3** Equivalent Qualification, and **NAT 4Q** Certification

I hereby declare that all the above information is correct to the best of my knowledge and belief.

