Ojas Kavathe

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EDUCATION

K.J. Somaiya Institute of Technology, Mumbai, India   *Expected Graduation: May 2025*
BTech in Information Technology - 9.85 CGPA

EXPERIENCE

SimplyRead   Pune, India
Full Stack Developer   *April 2024 - July 2024*
- Created a lean and fast library management system, to efficiently manage and automate various library operations, while hosting the tech stack on AWS.

Neev Finance   Mumbai, India
Design & Develop   *Nov 2023 - Jan 2024*
- Developed a comprehensive dashboard for a project in the works, that went through multiple iterations, providing detailed metrics through graphs, charts and reports.

I-CAST   Mumbai, India
Backend Engineer   *June 2023 - Sept 2023*
- Was part of a team tasked with building a system to create, manage and host academic conferences for I-CAST, the International Conference held annually by KJSIT.

Wrap Protocol   Mumbai, India
Freelance Frontend Engineer   *Feb 2023 - April 2023*
- Collaborated with the client and their designer to develop a dynamic landing page for a Finance Portfolio. Created an engaging and visually appealing interface to showcase the portfolio's features and investment opportunities

PROJECTS

Jank Renderer *C++, OpenGL*
A PBR Renderer, implementing new technologies like Order Independent Transparency and Forward+ Rendering.

8086 Emulator *Python, PyQt5*
An Emulator that provides a reliable and efficient way to run software written for the Intel 8086 microprocessor.

Scaile *Rust, Vue*
An Image Processing tool built using Rust, that uses the ESRGAN model to upscale images efficiently.

WiFi Pen-testing Utility *Embedded C, Python*
Hardware-based keystroke injection tool made as an IoT Project, for transmitting and executing scripts remotely.

Ahoy *React Native, Expo*
A high performance music streaming service with a sleek UI, built using React Native for android and iOS.

TECHNOLOGIES

Languages: C++, Rust, SQL, Python, Typescript/Javascript, Lua
Web Frameworks/Libraries: Express, Next.js, Django, React, Vue, three.js, Framer, Tailwind
Graphics APIs / Gamedev: OpenGL, Vulkan, Godot, UE4/5
Tools: CMake, Git, Linux, Docker, AWS, Nix/NixOS