

# SHUBHAM DADHICH

Computer Science & Engineering Student | App Development | Machine Learning | Problem Solving

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## SUMMARY

A creative and hardworking Computer Science and Engineering student with a strong passion for technology. Driven to turn complex ideas into real-world software by writing clean, logical, and innovative code. Eager to apply and grow skills in app development, machine learning, and problem-solving in a challenging professional environment to create effective solutions.

## SKILLS

**Programming Languages:** Python, C++, C, JavaScript, SQL, R

**Frameworks & Libraries:** Flutter, LangChain, Streamlit, TensorFlow, Keras, NumPy, Pandas

**Databases & Backend:** SQL, Firebase

**Web Technologies:** HTML, CSS, Streamlit

**Developer Tools & Platforms:** Git, GitHub, Arduino

**AI / Machine Learning:** Object Detection (YOLO), RAG Pipelines, Neural Networks, Robotic Process Automation (RPA with UiPath)

## EDUCATION

- **Mangalore Institute of Technology & Engineering, Moodabidre** | *B.E. in Computer Science & Engineering* | 2023–27 | CGPA: 8.02
- **Kendriya Vidyalaya No. 1, Panambur** | *Senior Secondary (XII)* | 2020–21 | 70%
- **Kendriya Vidyalaya No. 1, Panambur** | *Secondary School (X)* | 2018–19 | 75%

## ACADEMIC PROJECTS

- Anon-Login** (*Privacy-Preserving Web Authentication*) (Present 2026)  
Built a privacy-first SSO system using a custom Anon Aadhaar SDK with Rapidsnark C++ prover (ZKP generation reduced from minutes to seconds), biometric face-matching, and selective disclosure (e.g., "Is Adult") via a React frontend, Node.js OIDC bridge, and smart contract verifier.
- FloatChat** (*AI-Powered Data Analysis*) (2025)  
Developed an AI chat application for Smart India Hackathon 2025 to analyse complex oceanographic data using a RAG pipeline (LangChain, Llama 3.1) and a Streamlit frontend.
- Jumble Word Game** (*Flutter*) (2025)  
Built a Flutter puzzle game with timer-based challenges, user settings, and a performance dashboard using Stateful Widgets and Shared Preferences.
- Digit Recognition Model** (*Machine Learning*) (2025)  
Trained a high-accuracy neural network for handwritten digit classification (MNIST dataset) using Python, TensorFlow, and Keras.
- Obstacle-Avoiding Robot** (*Embedded Systems*) (2025)  
Constructed and programmed an autonomous obstacle-avoiding robot with Arduino UNO, ultrasonic sensors, and an L298N motor driver.

## POSITION OF RESPONSIBILITY

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### **Student Council Member | Institution's Innovation Council, MITE** (2025–26Present)

- Co-organized the college-level Smart India Hackathon 2025, coordinating teams and mentoring participants across departments.

## ACHIEVEMENTS & PARTICIPATION

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- Smart India Hackathon 2025: Led team in developing "FloatChat" — an AI-powered oceanographic data analysis tool.
- Hack & Seek (MITE): Finalist, successfully cleared a tech quiz and coding challenge.
- SAP Hackfest '24: Presented a team idea on renewable energy to a panel of judges.
- Prompt Wars (MITE): Cleared Round 1, gaining experience in AI prompt crafting.
- Inter-Department Basketball: Won first prize as part of the college team.

## CERTIFICATIONS

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- SQL Basic to Advance — Geekster
- RPA Developer Foundation — UiPath
- HTML and CSS Bootcamp — Lets Upgrade
- JavaScript Bootcamp — Lets Upgrade
- C Programming Course — Infosys Springboard
- Introduction to R Programming — Infosys Springboard
- Statistics for R Programming — Infosys Springboard