Shree Pingale

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EDUCATION

BIRLA INSTITUTE OF TECHNOLOGY AND SCIENCE
Bsc in Computer Science
July 2023 | Pilani, Rajasthan

PUNE UNIVERSITY
B.E in Computer Science
August 2023 | Pune, Maharashtra

LINKS

Github:// **0Shree005**
LinkedIn:// **Shree Pingale**
Instagram:// **0shree05**
Hackerrank:// **@shreepingale**
G-mail:// **0shreee005@gmail.com**

COURSEWORK

UNDERGRADUATE
Web Programming
Relational Databases
Object Oriented Programming
Command Line Interfaces and Scripting
Data Structures and Algorithms
Network Programming and Client-Server Programming
Software Design Principles
Open Source Software Engineering
Introduction to Programming
Introduction to Computing Systems

SKILLS

GENERAL PURPOSE LANGUAGES
C • Python

WEB DEVELOPMENT
JavaScript (Node.js, React)
HTML • CSS

GRAPHICS AND SHADING
GLSL (OpenGL Shading Language)

3D MODELING
Blender

DATABASES
MongoDB (CRUD Operations; Aggregation Pipeline) • SQL

VERSION CONTROL
Git

3D GALAXY GENERATOR
March 2024 | GitHub Repo

- Developed a 3D galaxy generator using Three.js, enabling over 300,000 unique galaxy shapes.
- Utilized trigonometric functions for intricate star positioning within the galaxy, enhancing visual appeal.
- Implemented a dynamic user interface for real-time parameter manipulation.
- Added a screenshot feature for users to save images of their custom galaxies.

DISCORD BOT
March 2024 | GitHub Repo

- Developed a Discord bot using Node.js, discord.js, and MongoDB to facilitate movie selection among group members.
- Implemented async/await for efficient code execution and created custom slash commands for user interaction.
- Utilized discord.js's 'MessageEmbed' for interactive responses and MongoDB for effective user data management.
- Leveraged MongoDB's aggregation pipeline for complex tasks and ensured security with environment variables.

3D PORTAL SCENE
March 2024 | GitHub Repo

- Created a 3D portal scene using Blender, demonstrating 3D modeling and scene creation skills.
- Baked the textures for the 3D model in Blender, showcasing advanced texturing techniques.
- Implemented custom shaders for the portal light and fireflies effects, demonstrating GLSL and shader programming skills.
- Integrated the 3D scene into a web environment using Three.js and provided user interaction with OrbitControls.

DRAGON ODYSSEY
January 2024 | GitHub Repo

- Developed a text-based web adventure game using HTML, CSS, and JavaScript.
- Incorporated interactive buttons for strategic choices and diverse locations.
- Included various challenges and outcomes based on player choices.

PERSONAL PORTFOLIO WEBSITE
August 2023 | GitHub Repo

- Developed a personal portfolio website using HTML, CSS, and JavaScript.
- Showcased notable projects with descriptions and links to GitHub repositories and live demos.
- Integrated a professional contact form, allowing users to send messages directly from the website.