ZEEL PRAJAPATI

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EDUCATION

G.H.Patel College of Engineering & Technology, CVMU — **November 2020 - May 2024**
Bachelor of Engineering in Information Technology — *CGPA: 8.12/10*

TECHNICAL SKILLS

Languages	: Java, Python, C, C++, Dart
Web Technologies	: HTML5, CSS3, JavaScript, React JS
Databases	: MySQL
Tools	: Figma, Adobe Photoshop
Framework	: Flutter
Other	: UI/UX Design, Data Analysis, Machine Learning, Deep Learning

WORK EXPERIENCE

Android App Developer Intern, CerboTech Education Pvt Ltd, India — **January 2024 - April 2024**
Technology Stack: Flutter, Dart

- Collaborated with the design team to create an intuitive app flow in Figma and implemented key functionalities to enhance user experience.
- Developed a comprehensive mental health app using Flutter and Dart, integrating features such as login/signup functionality with Firebase backend.
- Designed and implemented key app screens including welcome, features, home, activity, reports, games, and profile, enabling users to meditate, listen to music, track activities, and customize their profiles.
- Contributed to the enhancement of user engagement and retention by creating interactive features, such as activity tracking and personalized profile settings.

Front-End Developer Intern,Tatvasoft, India — **May 2023 - June 2023**
Technology Stack: ReactJS, MongoDB

- Collaborated effectively with the development team, software vendors, and testers to refine requirements and implement new features, enhancing the user experience and functionality of the e-bookstore application.
- Designed and developed the frontend interface using React.js for an intuitive user experience. Utilized MongoDB for efficient data storage and management.
- Integrated APIs seamlessly to facilitate communication between frontend and backend components, enhancing functionality. Implemented user login and admin login features to provide secure access for customers and administrators.

PROJECTS

House Price Prediction using Machine Learning - Leveraging ML to predict house prices accurately based on multiple features

- Utilized Python and its libraries like Pandas and Scikit-learn for building the predictive model.Through meticulous data analysis and model training, we aimed to provide reliable and precise predictions essential for informed real estate decisions.
- Cleaned and preprocessed the dataset by handling missing values, encoding categorical variables, and scaling numerical features.

E-Classroom - A platform to facilitate interactive online learning and classroom management.

- Constructed using HTML, CSS, JavaScript, and MongoDB for robust and interactive web functionality.
- The primary goal of the project was to provide a user-friendly platform for online learning, resembling Google Meet or Microsoft Teams.
- Students can access study materials, fostering convenient and efficient learning experiences.
- Elevated features allowing faculty members to add, delete, and manage study materials, ensuring seamless dissemination of course content.

Mental Health App: Designed the user interface (UI) using Figma for a digital platform focused on promoting mental well-being.

- Designed intuitive and visually appealing user interfaces for the Mental Health App using Figma, prioritizing user experience and branding consistency.
- Streamlined iterative design improvements based on personal experimentation and feedback for enhanced usability and learning.

CERTIFICATIONS *(link)*

- Software Architecture course authorized by University of Alberta
- Machine Learning with Python course authorized by IBM
- Interactivity with Javascript course authorized by University of Michigan