

SIDDHANT SHANKAR GOSAVI

Second-Year Computer Science Engineering Student

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SUMMARY

Computer Science Engineering student focused on programming, Data Structures and Algorithms, AI/ML, and software development. Led teams in two hackathons, managed application deployments, and trained and deployed a custom CNN model. First-prize coding contest winner with hands-on project experience in education, sustainability, and agriculture.

EDUCATION

KIT's College of Engineering, Kolhapur | *B.Tech in Computer Science and Engineering*
Semester I SGPA: 7.3/10

2025 - 2029

TECHNICAL SKILLS

Programming: C, C++, Python, JavaScript **Web:** HTML, CSS **Platforms:** Supabase, Vercel, Render **Core:** Data Structures and Algorithms, Problem Solving, Debugging, AI Model Training and Deployment

PROJECTS

KopHub - College Learning Platform | *Independent Project* | [Link](#)

Developing a curriculum-focused platform with structured academic content, practice modules, progress tracking, bookmarks, leaderboards, and an AI-powered academic assistant.

Implemented role-based capabilities for students, teachers, and administrators, supported by a scalable subject-wise content architecture.

Used Supabase for application data and deployed the platform through Vercel.

KrishiMitra AI - AI-Powered Agriculture Platform | *AGTechathon 2.0* | *Team Leader* | [Link](#)

Led a four-member team during a 24-hour national-level hackathon and managed AI-model training, deployment, integration, and overall project delivery.

Trained a custom CNN wheat classifier on 1,000+ images and delivered disease detection, crop recommendation, weather, irrigation, market, schemes, alerts, analytics, and multilingual support.

Deployed the live application on Vercel and managed the AI backend deployment on Render.

EcoSort AI - Smart Waste-Management Platform | *Hacknovate 2K26* | *Team Leader* | [Link](#)

Led a four-member team during a 30-hour hackathon and managed deployment, coordination, feature integration, and final delivery.

Built AI-based waste detection, mobile-camera scanning, segregation guidance, a carbon-emission calculator, rewards, leaderboards, and streak-based engagement features.

Deployed and maintained the working prototype on Render.

ACHIEVEMENTS AND EXPERIENCE

First Prize - Code Mantra 2K26 | *TKIET's CodeByte Coding Club*

2026

Secured 1st place among 180+ registrations across quiz, pattern-printing, error-finding, and debugging rounds.

Finalist - PIONEER: Beyond Resume | *ACADS, KIT's College of Engineering*

2026

Selected as a college-event finalist based on technical experience, projects, achievements, and professional readiness.

Nirmaan 4.0 Hackathon | *Team Combat-X* | *Code Crafters*

2026

Participated in a hackathon organized by Google Developer Groups on Campus at MIT Academy of Engineering; collaborated on rapid ideation, development, and presentation.

LeetCode | *Problem Solving*

2026

Solved 120 problems and earned a 50 Days Badge during 2026.