



Yogiraj Hendre

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About Me

Creative and energetic CS enthusiast. Interested in Computer Networks and systems programming. Apart from that, I like to go on treks, watch movies and TV shows. When I am not programming or studying, I am either learning cool stuff in Physics, or maybe reading a book.

Education

B.Tech

SGGS Institute of Engineering and Tech, Nanded

07/2017 – present

CGPA: 8.19

Skills

Node.js	● ● ● ● ●
Linux	● ● ● ● ●
C++	● ● ● ● ●
Python	● ● ● ● ●

Awards

Second Runner Up

Telecom Regulatory Authority of India & HackerEarth

04/09/2020

Led a team, which secured 3rd Position among 200+ teams in a Hackathon conducted for Telecom Regulatory Authority of India (TRAI), at Bangalore.

Finalist

Smart India Hackathon 2020 (Software)

04/08/2020

Team Leader of "Team CodePlay_" , which was one of the 3 selected from 20+ teams, for the final round of problem PC87, of **Department of Atomic Energy**, in Smart India Hackathon 2020.

Professional Experience

Backend Development Intern

SoftEzi Solutions LLP

03/2021 – present | Pune

Developing REST APIs for back-end using Node.JS. Maintaining MySQL databases and VPS. Managing DNS records and mail servers. Maintaining self-host TURN server for WebRTC communication.

Projects

TESTING AND SIMULATION OF NOVEL MANET ROUTING PROTOCOL

01/2020 – 08/2020

A Mobile Adhoc Network (**MANET**) protocol based on device geographical location information was conceptualized to serve as a gate way device. Project was coding, simulation and testing of scalability. We, as a team (Team CodePlay_) did simulation of the same using **NS3** Network Simulator which uses **C++**.

A SCALABLE ECOSYSTEM FOR ACCUMULATION OF TV VIEWERSHIP DATA

09/2019 – 11/2019

Developed a ecosystem consisting of Hardware and Software, for accumulating TV viewership data from households, across the country. It uses a **Micro-controller** and **IR Sensor** for accumulation of data and this data is sent to TRAI server, in real time. I developed **BASH** scripts and **Python** Programs, to facilitate the process.(This project was shortlisted to be deployed on large scale in India, by Telecom Regulatory Authority of India)

OnlineGCC [↗](#)

10/2018 – 02/2019

It is an online C/C++ compiler. Programs are compiled and executed on server using GCC (GNU Compiler Collection). It is hosted on a AWS EC2 instance. Uses PHP for back-end. Supports a variety of features like **Syntax Highlighting, Live Collaboration**, etc.