SHUVOM DHAR

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OBJECTIVE

Software Engineer with strong foundations in developing scalable applications and data-driven problem solving. Experienced in Python, C++, and full-stack development, delivering reliable, test-driven solutions using modern SDLC practices. Passionate about building enterprise-ready systems with measurable impact.

EDUCATION

B.Tech in Computer Science & Engineering, Sister Nivedita University 2022 - Present
CGPA: 8.27

Higher Secondary Education, Jodhpur Park Boys' School 2020 - 2022
Percentage: 88.4%

SKILLS

Technical Skills:	C, C++, Python, HTML, CSS, JavaScript, React, Node.js, Flask
Databases:	PostgreSQL, MongoDB, SQL
Tools:	Git, Power BI, VS Code, Jupyter Notebook, Google Colab
Soft Skills:	Teamwork, Time Management, Leadership

EXPERIENCE

Python Developer Intern - Infosys Springboard Dec 2025 - March 2026
Project: Fake News Detection and Verification Tool (Source Code) Remote
Technologies: HTML, CSS, JavaScript, Bootstrap, Python, Flask, AI, ML, NLP

- Engineered a fake news detection platform with role-based access (User & Admin) and an integrated AI assistant, reducing misinformation verification time by 60% for 100+ users.
- Achieved ∼95% classification accuracy and ∼99.9% availability for 100+ users, using TF-IDF vectorization, Named Entity Recognition, and transformer-based models (RoBERTa/DistilBERT) to classify news as real, suspicious, or fake.

PROJECTS

Big Integer Library (Source Code) C++
Created a C++ Big Integer library to handle arithmetic operations beyond 64-bit native data type limits. Implemented 4+ optimised algorithms (addition, subtraction, multiplication, division) with a modular design, supporting integers up to 10,000+ digits for large numerical computations.

PDF Summarizer (Source Code) HTML, CSS, JavaScript, Python, Flask, Machine Learning, Scikit-learn
Built a Flask-based PDF summarisation application that processes up to 10+ documents concurrently using NLP techniques. Applied TF-IDF and K-Means clustering to generate summaries 70% shorter than source documents, reducing manual effort in document review by 60%.

Chess Game (Source Code) HTML, JavaScript, React.js, Node.js, Tailwind CSS, AI
Constructed a web-based chess application with rule-based game logic covering 20+ move types and AI decision-making. Delivered a responsive UI with smooth animations, ensuring real-time game state updates within 100ms.

CERTIFICATES

The Structured Query Language (SQL) - University of Colorado Boulder
Applied Machine Learning in Python - University of Michigan
Introduction to Artificial Intelligence (AI) - IBM