

Shubham Mohite

mohite.exe@gmail.com | (+91) 9730161655 | Mumbai, IN | [Portfolio](#) / [Github](#)

WORK EXPERIENCE

GirlScript Summer of Code

Feb. 2026 – Present

Open-Source Contributor

Remote

- Contributed code, bug fixes, feature enhancements across multiple GitHub repositories.
- Worked in distributed development environments using Git, GitHub, pull requests, issue tracking, and code reviews.
 - **Stack:** JavaScript (React); PHP (Laravel + Inertia); Python; C++

Edunet Foundation × Shell AICTE

Oct. 2025 – Dec. 2025

Artificial Intelligence Intern

Mumbai, MH

- Developed end-to-end machine learning solutions using Python, TensorFlow, and PyTorch for energy optimization and environmental impact analysis.
- Collaborated with industry mentors and technical experts to design, train, evaluate, and deploy AI models following industry-standard development workflows.
 - **Key Results:**
 - Built multiple AI prototypes addressing sustainability-focused use cases.
 - Implemented data preprocessing, feature engineering, model training, and performance evaluation pipelines.

EDUCATION

Viva Institute Of Technology

2024 - 2028

Bachelor of Engineering, (Computer Science)

Mumbai, MH

- Completed core CS courses: algorithms, data structures, OOP (Python/Java).
- Took AI/ML electives: neural networks, NLP with TensorFlow & PyTorch.
- Active in ACM chapter: participated in hackathons and coding workshops.

PROJECTS

IR2RGB-Net

Semantic-guided infrared-to-RGB satellite image translation framework for enhancing, colorizing, and improving interpretation.

- Built conditional GAN-based system that transforms 1-channel thermal imagery into 3-channel RGB.
- Generated 4-class semantic land-cover masks using NDVI/NDWI indices to enrich geospatial scene.
- Automated the complete remote-sensing pipeline using Google Earth Engine, PyTorch, Rasterio, NumPy, and OpenCV, from satellite acquisition to model deployment.

Rubiks Mesh

3D Rubik's Cube game engine using TypeScript, Three.js, and WebGL with support for variable cube orders

- Designed a scalable architecture capable of handling high-order cubes (up to 10×10)
- Added local storage persistence, allowing users to save and resume puzzle states automatically.
- Developed an interactive 3D Rubik's Cube simulator supporting using Three.js and WebGL.

TECHNOLOGIES

- Programming: Python, C++, JavaScript
- AI/ML: PyTorch, TensorFlow, Scikit-Learn, Hugging Face Transformers, OpenCV
- LLM & GenAI: LangChain, RAG Pipelines, FastAPI, Flask
- Data Science: NumPy, Pandas, Matplotlib