Maratha Vidya Prasarak Samaj's
Karmaveer Adv. Baburao Ganpatrao Thakare College of Engineering
Udoji Maratha Boarding Campus, Near Pumping Station, Gangapur Road, Nashik
Permanently Affiliated to Savitribai Phule Pune University
ACCREDITED BY NBA NATIONAL BOARD OF ACCREDITATION
- MECHANICAL ENGINEERING
- COMPUTER ENGINEERING
- INSTRUMENTATION AND CONTROL ENGINEERING
- CIVIL ENGINEERING
- INFORMATION TECHNOLOGY (IT)

# KBTCOE NEWS LETTER


DEPARTMENT OF COMPUTER ENGINEERING

## News letter 2024-25

VOL-VII * ISSUE-1

Welcome to the vibrant world of K.B.T. College of Engineering, Nashik, where innovation meets excellence! Since its inception in 1999, our institution has been a beacon of knowledge, fostering growth and development in the hearts and minds of our students and the broader community.

At K.B.T. COE, we offer a diverse array of four-year undergraduate programs, ranging from Mechanical Engineering to Information Technology, ensuring that our students are equipped with the skills and knowledge needed to thrive in today's dynamic world. Additionally, our postgraduate offerings, including MBA, MCA, and specialized ME programs, provide further opportunities for academic and professional advancement.

With the launch of our newsletter in January 2017, we embarked on a journey to keep our student and staff community, as well as society at large, informed and engaged. Through this platform, we not only share important updates and announcements but also celebrate the achievements and milestones of our K.B.T. COE family.

As you explore our latest issue, available on our college website, www.kbtcoe.org, you'll discover a treasure trove of stories that highlight our collective successes, foster unity, and inspire a spirit of camaraderie and motivation. Join us as we continue to push the boundaries of excellence and shape the future together at K.B.T. College of Engineering, Nashik.

DEPARTMENT OF COMPUTER ENGINEERING

# NEWS LETTER 2024-25

## VISION, MISSION AND OBJECTIVES OF THE DEPARTMENT :

### VISION

TO BE THE CENTER FOR EXCELLENCE FOR TRAINING THE WORLD-CLASS ENGINEERS TO WORK WITH MULTIDISCIPLINARY DOMAIN BASED ON THE STATE- OF-THE-ART OF TECHNOLOGY ENABLED ACADEMIC SYSTEM BLENDED WITH INDUSTRIAL AND BUSINESS PRACTICES.

### MISSION

TO EDUCATE AND TRAIN UNDERGRADUATE STUDENTS IN COMPUTER ENGINEERING BY INSTILLING EXCELLENCE TO FULFILL PROFESSIONAL AND SOCIAL REQUIREMENTS IN BUSINESS AND INDUSTRY ON THE PLATFORM OF SCIENTIFICALLY DESIGNED ACADEMIC PROCESSES..

### PROGRAM EDUCATIONAL OBJECTIVES

TO INCULCATE COMPUTATIONAL AND PROGRAMMING SKILLS IN THE FIELD OF COMPUTER ENGINEERING.TO PREPARE THE GRADUATES TO FULFILL PROFESSIONAL REQUIREMENTS IN INDUSTRY.TO DEVELOP THE GRADUATES TO SOLVE PROBLEMS RELATED TO THE SOCIETY

## Editorial Team


*Ms. Dipika L. Tidke*
**Editor-in-Chief**

*Mr. Kirtiraj N. Chaudhari*
**Editor**

*Ms. Radha V. Naphade*
**Editor**

# NEWS LETTER 2024-25

## Hands-on session on Animation and Gaming Tools

On 17th October 2024, the Association of Computer Engineering Students (ACES) organized a dynamic hands-on session on Animation and Gaming Tools, tailored specifically for second-year students. This event aimed to supplement the introductory content of the computer graphics course, which briefly covers animation and gaming, by providing a deeper, practical insight into the field. The session brought a fresh perspective to the students by blending theoretical knowledge with real-world application, thereby enhancing their learning experience. The event was conceived to bridge the gap between classroom instruction and industry practice. Recognizing that the subject of computer graphics often remains at a rudimentary level, the organizers planned this session to equip students with practical skills that are increasingly relevant in today's digital landscape. The hands-on session provided an immersive environment where students could directly interact with the tools and techniques used in the animation and gaming industry.

The expert speaker for the event was Aditya More, Founder and CEO of Anstric Games LLP, who is also a final year student at the college. With his impressive background as an entrepreneur, programmer, and start-up founder, Aditya More brought a wealth of practical experience and innovative insights to the session. His dual perspective as both a student and a seasoned professional in the gaming industry allowed him to relate directly to his audience, making his guidance particularly relatable and inspiring.

# NEWS LETTER 2024-25

During the session, Aditya More delved into the technical aspects of animation and gaming by focusing on the Unity software, a leading platform used by industry professionals. He provided a comprehensive demonstration on how Unity is utilized for developing games, explaining the various features and functionalities that facilitate the creation of engaging digital experiences. The live demonstration was designed to offer practical exposure, allowing students to observe first-hand the processes involved in game development—from conceptualization and design to the final stages of production.

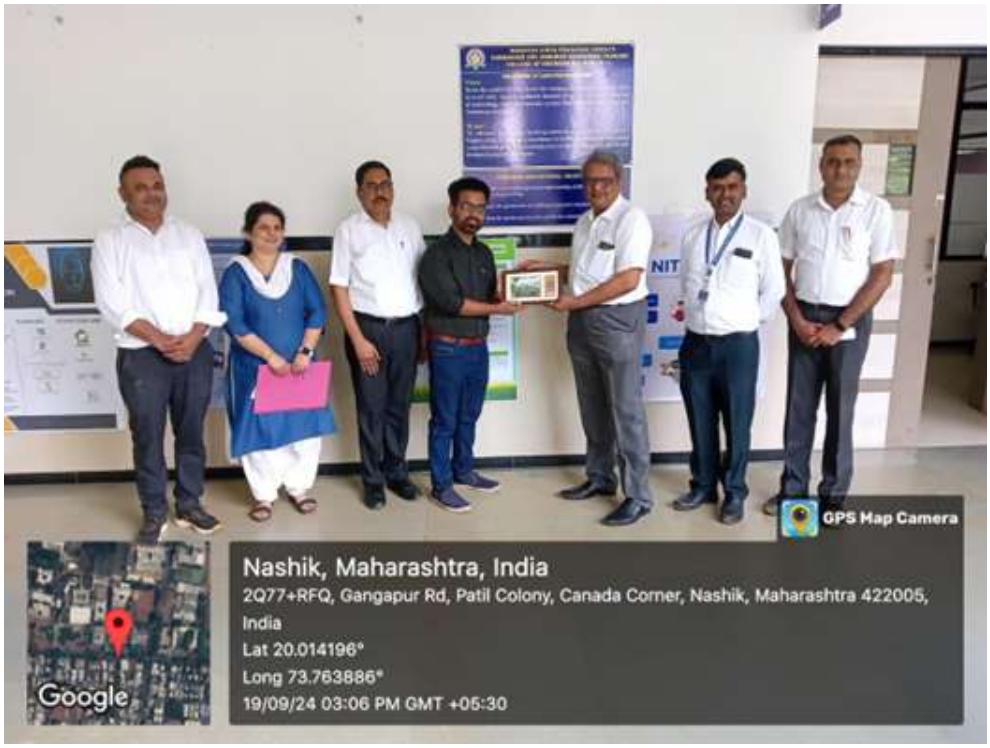
The event was a resounding success, largely due to the coordinated efforts of the department's leadership. The session was meticulously organized by Dr. B. S. Tarle, Dr. V. S. Tidake, and Mrs. R. P. Chandwadkar, whose support ensured that every logistical and academic aspect was seamlessly executed. Their involvement underscored the institution’s commitment to providing industry-relevant, hands-on learning experiences that prepare students for future challenges. Overall, the session not only enriched the students' technical acumen but also sparked enthusiasm for exploring the vast opportunities within the animation and gaming industry.

# NEWS LETTER 2024-25

## The Avishkar Project Competition

The Avishkar Project Competition, initiated by Savitribai Phule Pune University, held its preliminary round in the Computer Engineering department on 19th September 2024. Seventeen project groups from the final year participated, showcasing innovative ideas and technical prowess. This event provided a platform for students to demonstrate their creativity and problem-solving skills, aligning with the university's vision of fostering a culture of innovation.

Mr. Vinay Joshi, an esteemed alumnus from the Computer Engineering Department representing Ratnaparkhi Electronics, served as the jury for the competition. He offered valuable guidance and constructive feedback, helping students enhance their project features and implementation strategies. His expert insights not only elevated the quality of the projects but also motivated the participants to further refine their innovative solutions.



# NEWS LETTER 2024-25

## Activities & Events

| Sr. No | Date | Session Title | Speaker | Organization | Audience | Coordinated By |
|---|---|---|---|---|---|---|
| 1 | 02/07/2024 | Problem-Solving through C Programming | Ms. M. B. Thombare | Computer Department faculty | Second year Computer Engineering Class B students | Mr. S.T. Datir |
| 2 | 02/07/2024 | Machine Learning Workshop | Samruddhi Khairnar | Alumni, Computer Department | Interested Students of Computer & IT | Mrs. R. P. Chandwadkar |
| 3 | 02/07/2024 | Problem-Solving through C Programming | Dr. V. S. Tidake | Computer Department faculty | Second year Computer Engineering Class A students | Mr. S.T. Datir |
| 4 | 10/07/2024 | Alumni Session & career opportunities in Fintech Technology | Mr. Bhushan Joshi | The Alumni from the 2005 batch | TE, BE Computer Department students | Dr. V. S. Pawar |
| 5 | 20/07/2024 | Alumni Session about career opportunities | Mr. Dipak Nikam, Mr. Pravin Auti, Mr. Ashish Agrawal, Mr. Narendra Singh | The Alumni from the 2003 batch | TE, BE Computer Department students | Dr. V. S. Pawar |
| 6 | 25/07/2024 | Finance Literacy Session | Mr. Prasanna Pangam | Chartered Accountant (CA) | BE students of E&TC and Computer Engineering | Ms. T. S. Deshmukh, Ms. Dipika Tidke |
| 7 | 06/08/2024 | Expert Talk on Computer Network and Security | Mr. Vikas Naik | Cyber Security Consultant | Third year Computer Engineering students | Ms. P. P. Boraste |
| 8 | 07/08/2024 | Cyber Security | Mr. Hritk Mishra | Operational Director & Cyber Security Expert Cyber Ambassador,Nashik | TE students of Computer Engineering | Ms. P. V. Shinde |

# NEWS LETTER 2024-25

## Activities & Events

| Sr. No | Date | Session Title | Speaker | Organization | Audience | Coordinated By |
|---|---|---|---|---|---|---|
| 9 | 09/08/2024 | Benefits of IEEE | Mr. Anand Gharpure | Chairman of IEEE Bombay | TE students of Computer Engg., Information technology, Instrumentation and Control | Mrs. R. P. Chandwadkar |
| 10 | 10/08/2024 | Professional Ethics and Etiquettes | Ms. Anjum Sheikh | National Lead HR-TATA, Mumbai | TE & BE students Computer Engineering students | Ms. P. V. Shinde |
| 11 | 24/08/2024 | Industrial safety and environment consciousness | Mr. Girish Pagare | Kumbhathon Innovation Director | BE students of Computer Engineering | Ms. R. R. Shevale |
| 12 | 28/08/2024 | Industrial Visit | Mr. Nikhil Bagyatkar Mr. Nadan | Nashik Municipal Smart City Development Corporation Limited, Nashik | Second-year Computer Engineering Div-A students | Mr. B. S. Gholap Mr. S. T. Datir |
| 13 | 29/08/2024 | Industrial Visit | Mr. Nikhil Bagyatkar Mr. Nadan | Nashik Municipal Smart City Development Corporation Limited, Nashik | Second-year Computer Engineering Div-B students | Mr. B. S. Gholap Mr. S. T. Datir |
| 14 | 07/09/2024 | Guidance session for SIH | Mr. Abin Biju and Mr. Pratik Deore | Alumni, Computer Engineering department | Students of Computer Engineering Department | Mrs. R. P. Chandwadkar |
| 15 | 10/09/2024 | Smart India Hackathon | Mr. Vinayak Kankate , Mr.Manoj Mali, Mr. Shashank Nathe | MVPS's KBT College of Engineering | Participated Students of Internal round of SIH | - |

# NEWS LETTER 2024-25

## Activities & Events

| Sr. No | Date | Session Title | Speaker | Organization | Audience | Coordinated By |
|---|---|---|---|---|---|---|
| 16 | 14/09/2024 | Parents Meet | Dr. B. S. Tarle | Head of Department | SE, TE & BE students Computer Engineering students | Dr. V. S. Tidake |
| 17 | 14/09/2024 | Avishkar Project Competition | Mr. Vinay Joshi | Ratnaparkhi Electronics | Last-year Computer Engineering Div-B students | Mrs. R. P. Chandwadkar |
| 18 | 23/09/2024 | Expert Talk | Dr. V. D. Barve | Former Principal K.K.Wagh Senior College | SE students of Computer Engg. and AI & DS | Dr. V. S. Tidake Mrs. R. P. Chandwadkar Ms. D. L. Tidke |
| 19 | 23/09/2024 | AICTE and Edunet Training | Mr. Shashank Shekhar, Mr. Helvin Gheevar | Edunet Foundation | 150 participated students | Mrs. R. P. Chandwadkar |
| 20 | 27/09/2024 | Traffic Park Visit | Ms. Sonali Pawar | Nashik Municipal Council | SE students Computer Engineering students | Mr. S. T. Datir |
| 21 | 10/10/2024 | Alumni Interaction | Mr Laveen Ekka | Google | Computer Engineering students | Dr. V. S. Tidake |
| 22 | 15/10/2024 | ACM Student chapter inauguration | Mr. Swapnil Ghuge | Nomadicriti | Department of Computer Engineering, Information Technology, AI & DS. | Dr. B. S. Tarle, Ms. P. V. Shinde |
| 23 | 16/10/2024 | Turing Machine and its variations | Dr. Neha P. Bora | SNJB's LSKBJ COE | TE students Computer Engineering students | Dr. V. S. Tidake |

# NEWS LETTER 2024-25

## Activities & Events

| Sr. No | Date | Session Title | Speaker | Organization | Audience | Coordinated By |
|---|---|---|---|---|---|---|
| 24 | 17/10/2024 | Hands-on session on Animation and Gaming Tools | Aditya More | Anstric Games LLP | SE students Computer Engineering students | Dr. B. S. Tarle, Dr. V. S. Tidake Mrs. R. P. Chandwadkar |
| 25 | 22/10/2024 | Industry Visit | HR | SUMAGO Infotech PVT.Ltd, Nashik | TE Computer Engineering students | Ms. P. V. Shinde, Ms. P. P. Borsate |

# NEWS LETTER 2024-25

## Faculty Participation

| Sr. No | Date | Faculty Name | Event Type | Event Title | Organizer |
|---|---|---|---|---|---|
| 1 | 23rd - 27th Dec 2024 | Dr. V. S. Tidake | Faculty Development Program (FDP) | Mastering AI Tools for Faculty Excellence | IEEE Computer Society Pune Chapter, Vishwakarma Institute of Information Technology, Pune |
| 2 | 18th - 22nd Nov 2024 | Dr. V. S. Tidake | Faculty Development Program (FDP) | Cloud Architect | Vardhaman Engineering College, AVS Engineering College, JSS Science and Technology University, JB Institute of Engineering & Technology, GMR Institute of Technology, Santhiram Engineering College, in collaboration with ExcelR Edtech Pvt. Ltd. |
| 3 | - | Mr. S. T. Datir | NPTEL Course | Cloud Computing | NPTEL |

# NEWS LETTER 2024-25

## Faculty Participation

| Sr. No | Date | Faculty Name | Event Type | Event Title | Organizer |
|---|---|---|---|---|---|
| 4 | 18th - 22nd Nov 2024 | Ms. D. L. Tidke | Faculty Development Program (FDP) | Cloud Architect | Vardhaman Engineering College, AVS Engineering College, JSS Science and Technology University, JB Institute of Engineering & Technology, GMR Institute of Technology, Santhiram Engineering College, in collaboration with ExcelR Edtech Pvt. Ltd. |
| 5 | 23rd - 27th Dec 2024 | Ms. D. L. Tidke | Faculty Development Program (FDP) | Mastering AI Tools for Faculty Excellence | IEEE Computer Society Pune Chapter, Vishwakarma Institute of Information Technology, Pune |
| 6 | 16th - 21st Dec 2024 | Ms. D. L. Tidke | AICTE Training and Learning (ATAL) FDP | AI, ML and DL in the Era of Data Revolution: Advancements and Applications | Maratha Vidya Prasarak Samaj's Karmaveer Adv. Baburao Ganpatrao Thakare College of Engineering |
| 7 | 12th - 18th Dec 2024 | Ms. M. B. Thombare | Faculty Development Program (FDP) | AI Applications in Banking and Healthcare Industry | K.J. Somaiya Institute of Technology, KLE Technological University, Chaitanya Bharathi Institute of Technology, Adhiyamaan College of Engineering, in collaboration with ExcelR Edtech Pvt. Ltd. |

# NEWS LETTER 2024-25

## Faculty Participation

| Sr. No | Date | Faculty Name | Event Type | Event Title | Organizer |
|---|---|---|---|---|---|
| 8 | 23rd - 27th Dec 2024 | Ms. M. B. Thombare | Faculty Development Program (FDP) | Mastering AI Tools for Faculty Excellence | IEEE Computer Society Pune Chapter, Vishwakarma Institute of Information Technology, Pune |
| 9 | 16th - 21st Dec 2024 | Ms. P. P. Boraste | AICTE Training and Learning (ATAL) FDP | AI, ML and DL in the Era of Data Revolution: Advancements and Applications | Maratha Vidya Prasarak Samaj's Karmaveer Adv. Baburao Ganpatrao Thakare College of Engineering |
| 10 | 3rd Sep - 29th Nov 2024 | Ms. P. P. Boraste | Faculty Development Program (FDP) | MSFDA FDP | RSM Polytechnic, Nashik |

# NEWS LETTER 2024-25

## AWARDS AND PRIZES RECEIVED BY STUDENTS

| Sr.no | Name of Students | Rank with Prize Money | Awards | Level |
|---|---|---|---|---|
| 1 | Sudhanshu Deshmukh, Siddhi Duseja, Vedant Kathe, Omkar Shinde | 1st Prize (₹50,000) | Project 'Bhugolika' won NES Innovation Award 2024 by GTT Foundation | National |
| 2 | Naziya Khan, Nishant Bide | - | WinjitFintank 2024 – Presented idea on "Integrating UPI into Forex Card" | Regional (Nashik) |
| 3 | Akshara Dhivere, Mansi Khairnar, Priyadarshini Bhadane | 1st | Won Inter-college Table Tennis Girls Competition under Savitribai Phule Pune University | Divisional (Nashik) |
| 4 | Harshdeep Pawar | 1st | Nashik Divisional Inter College Chess Tournament Champion | District (Nashik) |
| 5 | Aditya More, Roshani Dhodare | 1st Prize (₹5000) | Eureka Launchpad 2024 – Startup Anstric Games LLP selected as a Zonalist | Zonal (IIT Bombay) |
| 6 | TE and BE Computer Engineering Students | N/A | Completed PHP & MySQL Spoken Tutorial Training by IIT Bombay | Institutional (MVPS KBTCOE) |

# NEWS LETTER 2024-25

## STUDENT PLACEMENTS

| Sr. No. | Name | Annual CTC (LPA) | Company Name |
|---|---|---|---|
| 1 | Ankita Singh | 5.00 | Kanaka Software, Pune |
| 2 | Ruchita Sandhanshiv | 4.72 | Aress Software and Education Technologies, Nashik |
| 3 | Sunny Lonkar | 3.50 | Winjit Technologies, Nashik |
| 4 | Sunny Bhabad | 3.50 | Winjit Technologies, Nashik |

# NEWS LETTER 2024-25

## Expert Talk & Hands-on Session on GeoGebra

**Organized by: Department of Computer Engineering,**

**Dates: Monday, 23rd September 2024**

**1. Introduction:**

On 23rd September 2024, an expert talk and hands-on session on GeoGebra was conducted exclusively for the second-year students of Computer Engineering and Artificial Intelligence & Data Science (AI & DS). This session was meticulously designed to bridge the gap between theoretical learning and practical application in the realm of computer graphics. By introducing students to GeoGebra along with a demonstration of logo software, the session aimed to show how complex engineering problems can be effectively visualized and solved using modern computational tools.

**2. Objectives:**

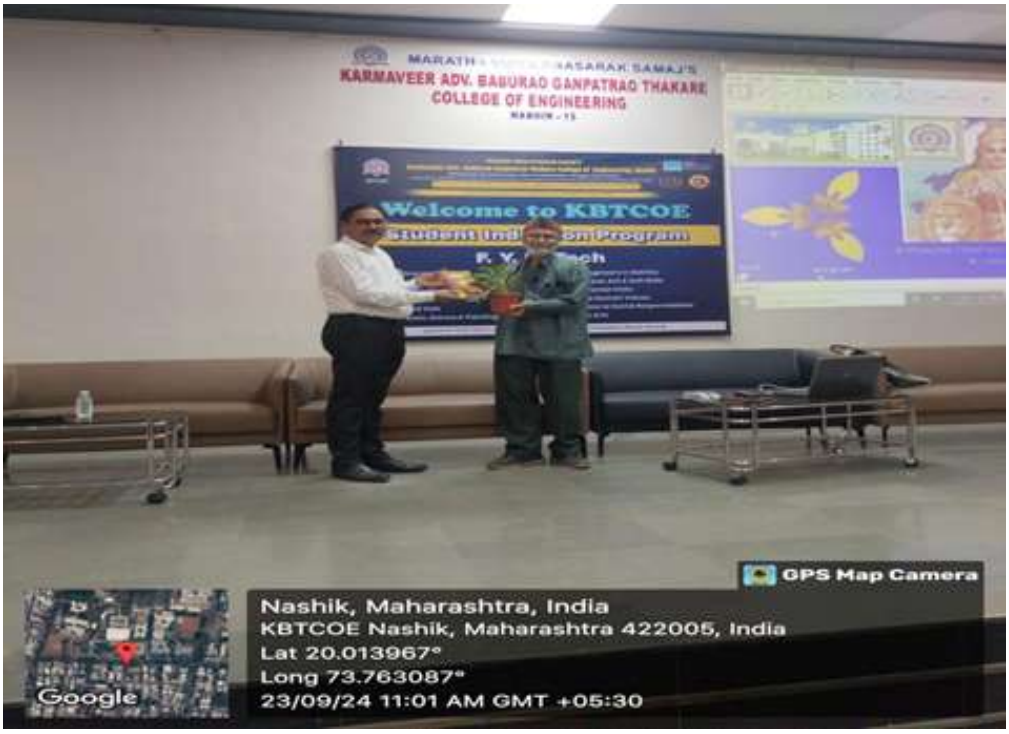
- Introduce GeoGebra and Logo Software: To provide a comprehensive introduction to GeoGebra and logo software as innovative tools for representing engineering problems graphically.
- Enhance Visualization Skills: To enable students to translate mathematical and engineering challenges into visual representations that aid in understanding and problem solving.
- Integrate Theory with Practice: To connect academic concepts with real-world applications, ensuring that students gain hands-on experience in computer graphics.
- Encourage Interactive Learning: To foster an interactive learning environment where students can engage, ask questions, and clarify doubts during live demonstrations.

**3. Program Structure:**

- **Demonstration:** During the live demonstration, the session kicked off with a comprehensive walkthrough led by Dr. V. D. Barve. In this segment, he showcased the capabilities of GeoGebra alongside the logo software, illustrating how these tools can transform abstract engineering concepts into tangible visual representations. The demonstration began with an introduction to the software's interface, highlighting key features such as function plotting, dynamic geometry, and interactive tools. Dr. Barve explained how to set up equations, manipulate graphical objects, and integrate various mathematical functions to simulate real-world engineering problems. This detailed, step-by-step guide not only revealed the technical aspects of the software but also emphasized its practical applications—showing students how to use these digital tools for modeling, analysis, and problem-solving in engineering contexts.3

- **Hands-on Session:** Following the demonstration, the session transitioned into an interactive hands-on segment where students were encouraged to actively engage with the software. Under the guidance of Dr. Barve and the session coordinators, students participated in exercises designed to reinforce the concepts demonstrated earlier. They began by replicating the examples shown during the live demonstration, which helped build their familiarity with the interface and functionalities of GeoGebra. As confidence grew, students advanced to tackling sample engineering challenges independently—experimenting with creating their own models and graphical representations. This segment was particularly focused on encouraging exploratory learning and peer collaboration, with coordinators available to provide real-time feedback and support. By working through practical problems, students were able to directly apply theoretical knowledge, thereby solidifying their understanding of how computer graphics can be harnessed to solve complex engineering problems.

# NEWS LETTER 2024-25




**4. Resource Person:**

- Dr. V. D. Barve, an expert in the field of computer graphics and mathematical modeling

**5. Participant Engagement:**

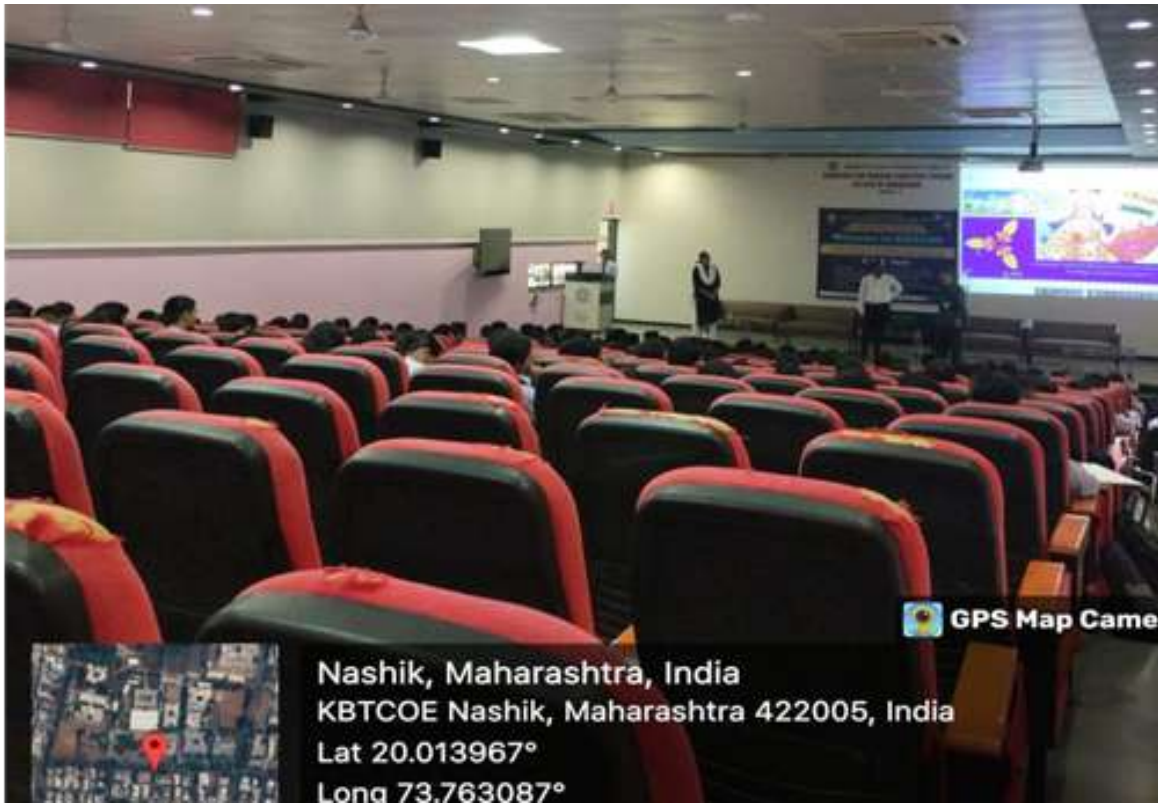
The event witnessed enthusiastic participation from second-year students of Computer Engineering and AI & DS. The interactive nature of the session allowed students to actively engage with the software tools, ask questions, and gain hands-on experience.

**6. Key Takeaways:**

- Understanding the applications of GeoGebra in engineering problem-solving.
- Practical exposure to logo software for graphical representation.
- Improved problem-solving skills through computer graphics visualization.
- Insights into the role of computational tools in engineering and research.

**7. Conclusion:**

The Expert Talk and Hands-on Session on GeoGebra was a resounding success, providing a robust platform for second-year students to explore the practical applications of computer graphics in engineering. Through live demonstrations, interactive exercises, and engaging discussions, the session not only enhanced the students' technical skills but also ignited their interest in leveraging digital tools for problem-solving. The collaborative effort by the organizers and the expertise of Dr. V. D. Barve ensured that the session was both informative and inspiring, setting a benchmark for future academic engagements in the department.



# NEWS LETTER 2024-25

## Expert Talk on Cybersecurity: Enhancing Network Security Knowledge

**Organized by: Department of Computer Engineering,**

**Dates: Tuesday, 06th August 2024**

**1. Introduction:**

On 6th August 2024, the Department of Computer Engineering hosted an insightful expert talk on Computer Network and Security specifically for third-year students. This event aimed to deepen the students' understanding of cybersecurity challenges, strategies, and the importance of network defense in today's digital landscape. The session provided a platform for students to gain exposure to industry practices and cutting-edge security tools through live demonstrations and expert analysis.

**2. Objectives:**

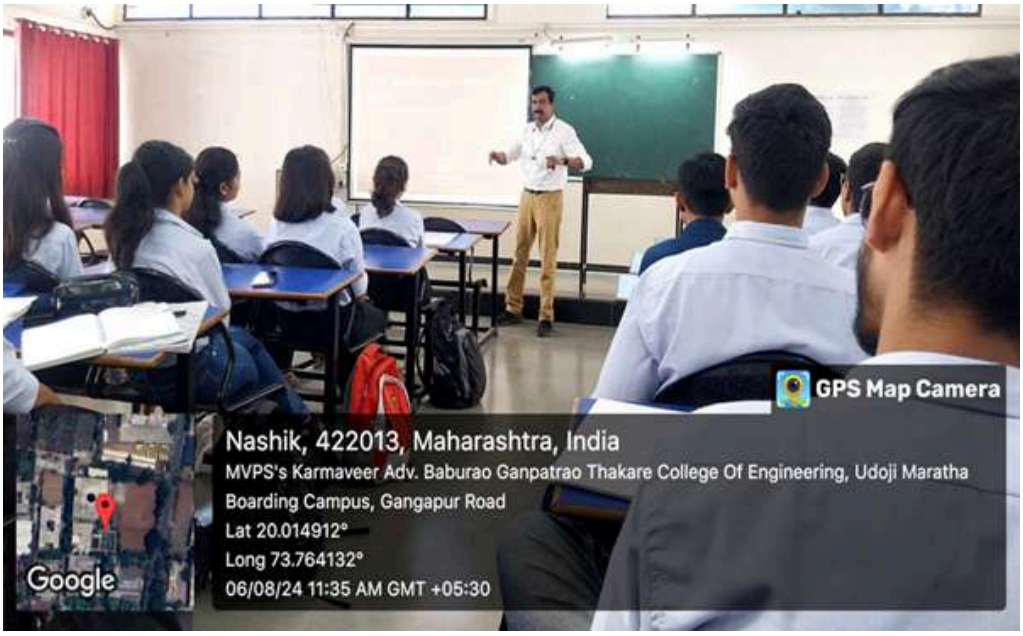
- *Enhance Knowledge:*
  - Equip students with an in-depth understanding of computer networking and cyber defense, ensuring they grasp both fundamental and advanced cybersecurity concepts.
- *Introduce Practical Tools:*
  - Demonstrate the use of real-world network security tools, emphasizing their configuration, functionality, and role in identifying and mitigating cyber threats.
- *Bridge Theory and Practice:*
  - Connect classroom learning with practical applications by showcasing how theoretical concepts translate into effective cybersecurity strategies in real-life scenarios.
- *Foster Interaction:*
  - Encourage active engagement through interactive sessions, such as live demonstrations and Q&A segments, enabling students to clarify doubts and explore practical implications directly with industry experts.

**3. Program Structure:**

The session was meticulously structured to ensure a comprehensive learning experience, comprising several key segments:

- Expert Demonstration:
  - Live Presentation: Mr. Vikas Naik, a seasoned cybersecurity consultant in the Nashik region, led a comprehensive presentation. During this segment, he demonstrated how various network security tools operate and provided an in-depth explanation of key computer networking and cyber defense concepts. His presentation highlighted real-life scenarios where these tools can effectively counteract cyber threats.
- In-depth Analysis:
  - The demonstration also included a detailed analysis of the configuration and practical application of different security tools. Mr. Naik explained how these tools identify vulnerabilities and protect networks from potential attacks. This segment emphasized the importance of proper tool configuration and continuous monitoring to ensure robust cybersecurity.
- Interactive Q&A:
  - Following the demonstration, an interactive Q&A session was conducted. Students were given the opportunity to ask questions about the technologies and strategies discussed, share their concerns, and explore the practical implications of implementing these tools in various network environments. This session fostered an engaging dialogue, allowing students to gain clarity and insights directly from the expert.

# NEWS LETTER 2024-25




**4. Resource Person:**

- Mr. Vikas Naik: a reputed cybersecurity consultant with extensive experience in network security.

**5. Participant Engagement:**

The expert talk saw enthusiastic participation from third-year students of Computer Engineering. The interactive format of the session, especially during the Q&A segment, allowed students to engage actively with Mr. Naik. This high level of engagement not only enriched the learning experience but also encouraged students to explore further research and practical applications in cybersecurity.

**6. Key Takeaways:**

- Comprehensive Knowledge: Students gained an in-depth understanding of both the foundational and advanced aspects of computer network security.
- Tool Familiarity: The session provided practical exposure to various network security tools, emphasizing their real-world applications.
- Industry Insights: Insights shared by Mr. Vikas Naik highlighted current cybersecurity challenges and effective mitigation strategies in the industry.
- Interactive Learning: The open Q&A segment reinforced the learning process, enabling students to connect theory with practice.
- Future Preparedness: The talk encouraged students to proactively adopt cybersecurity measures in their academic projects and future careers.

**7. Conclusion:**

The Expert Talk on Cybersecurity was a resounding success, offering third-year students a valuable blend of theoretical knowledge and practical insights. By engaging with an industry expert like Mr. Vikas Naik, students not only deepened their understanding of network security but also developed an appreciation for the critical role of cybersecurity in today's digital world. The event reinforced the commitment of the Department of Computer Engineering to provide a robust and industry-relevant learning experience, setting the stage for future endeavors in the field of cybersecurity.

# NEWS LETTER 2024-25

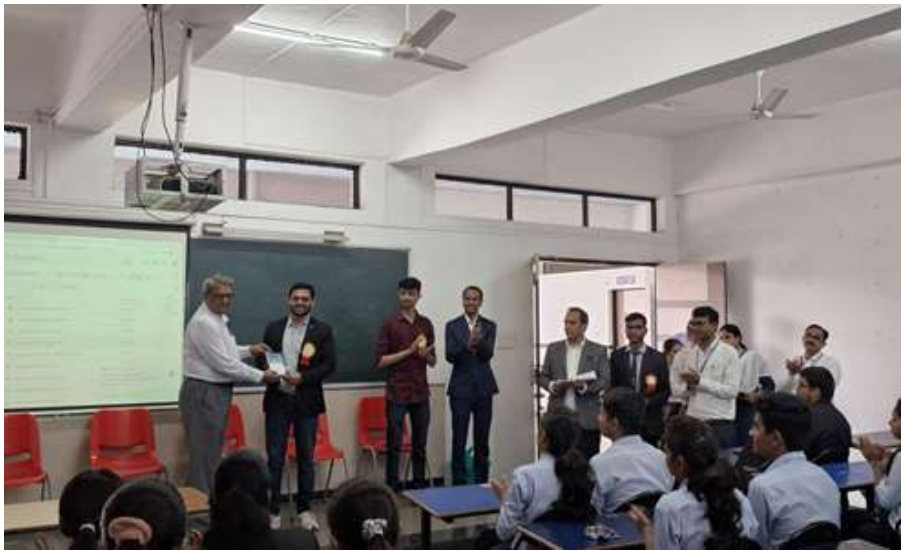
## Smart India Hackathon – Internal Round

**Introduction**:

The Smart India Hackathon is a prestigious platform designed to inspire innovation and problem-solving among engineering students. On 10th September 2024, MVPS's KBT College of Engineering hosted the internal round of this renowned competition. The event challenged students to develop effective, real-world solutions by leveraging their technical expertise and creativity.

**Event Details:**

- Event Name: Smart India Hackathon – Internal Round
- Theme: Innovation & Problem Solving in Real-World Challenges
- Date: 10th September 2024
- Venue: IT Department, C-Building, MVPS's KBT College of Engineering
- Organizers: MVPS's KBT College of Engineering and its Volunteers & Faculty Team



# NEWS LETTER 2024-25

**Event Highlights:**

- *Inauguration:*
  - The event was inaugurated by the Principal, Dr. S.R. Devane, alongside the heads of various departments and the jury. Their presence underscored the significance of the competition and set an encouraging tone for the day.
- *Expert Evaluation:*
  - A panel of distinguished industrial experts evaluated the teams, including:
    - Mr. Vinayak Kankate from Winjit Technologies
    - Mr. Manoj Mali from ESDS Software Solutions
    - Mr. Shashank Nathe from Fuzen
- *Active Participation:*
  - The hackathon fostered a spirit of competition and collaboration, with students passionately presenting their innovative ideas. The diverse range of solutions reflected the depth of research and creativity that the student community possesses.

**Conclusion:**

The internal round of the Smart India Hackathon at MVPS's KBT College of Engineering proved to be a tremendous success. It not only showcased the technical acumen and inventive spirit of the participating teams but also provided them with a unique opportunity to engage with industry experts and receive professional guidance. The event reinforced the importance of innovation in addressing real-world challenges and set a solid foundation for future rounds. As the competition moves forward, the insights gained and the collaborative energy displayed during this internal round will undoubtedly drive even greater achievements in the next phase.

# NEWS LETTER 2024-25

## Field Visit 1

**1. Introduction:**

On 22nd October 2024, the Department of Computer Engineering organized an insightful field visit for third-year students at SUMAGO Infotech Pvt. Ltd. in Nashik. This visit offered students a rare opportunity to witness firsthand the workings of a modern technology company that specializes in a diverse range of digital services.

**2. Objectives:**

- Real-World Exposure: To bridge the gap between academic learning and industry practices by exposing students to practical applications in technology.
- Understanding Industry Services: To familiarize students with key services such as web development, mobile applications, digital marketing, IT consulting, data analysis, and blockchain technologies.
- Career Insights: To provide insights into professional roles and the dynamic nature of the tech industry, thereby inspiring students to explore future career opportunities.

**3. Itinerary:**

The industrial visit to SUMAGO Infotech Pvt. Ltd commenced at 10:00 AM and lasted for approximately 3 hours, providing TE Computer students to observe the work environment, see live demonstrations of ongoing projects, and understand the practical application of various digital tools and methodologies. Coordinated by Ms. P. V. Shinde and Ms. P. P. Borsate.

# NEWS LETTER 2024-25


**4. Key Learnings:**

- Technological Integration: Students observed how various digital technologies, including web development frameworks and blockchain applications.
- Industry Best Practices: The interactive session highlighted industry best practices in IT consulting and digital marketing.
- Professional Environment: Witnessing the company's work culture and operational dynamics provided students with an understanding of what it takes to succeed in the fast-paced tech industry.
- Career Inspiration: The experience inspired students to consider diverse career paths in technology, emphasizing the importance of continuous learning and innovation.

**5. Conclusion:**

The field visit to SUMAGO Infotech Pvt. Ltd. proved to be a transformative experience for the students. By exposing them to the practical workings of a leading tech firm, the event successfully bridged the gap between classroom theory and real-world application. The visit not only enriched their understanding of modern digital services but also sparked a renewed enthusiasm for exploring innovative career opportunities in the technology sector. Overall, the initiative reaffirmed the department's commitment to providing holistic, industry-relevant learning experiences.

# NEWS LETTER 2024-25

## Field Visit 2

**1. Introduction:**

On 28th August 2024 (Wednesday) and 29th August 2024 (Thursday), the Department of Computer Engineering organized an industrial visit for second-year students to the Nashik Municipal Smart City Development Corporation Limited, Nashik. Div-A attended on Wednesday and Div-B on Thursday. The visit provided a unique opportunity to explore how smart city initiatives leverage digital technologies to create citizen-friendly and cost-effective governance, ensuring enhanced accountability and transparency in urban management.

**2. Objectives:**

- Understand Smart City Concepts: Familiarize students with the framework and benefits of smart city projects.
- Real-World Exposure: Showcase how digital services are implemented to modernize urban governance, emphasizing practical applications in a live setting.
- Explore Career Opportunities: Inform students about internship and placement opportunities within the smart city domain, as detailed by industry experts.
- Promote Interactive Learning: Encourage active dialogue allowing students to ask questions and gain firsthand insights into the challenges and successes of smart city initiatives.

**3. Itinerary:**

Students were warmly received by the coordinating team and introduced to the concept of smart cities through an overview presentation. This was followed by expert sessions where Mr. Nikhil Bagyatkar explained the digital tools and strategies behind smart city projects, and Mr. Nadan shared real-life examples and discussed internship and placement opportunities. The visit concluded with an interactive Q&A session, allowing students to engage directly with the experts and deepen their understanding of digital urban governance.

# NEWS LETTER 2024-25

**4. Key Learnings:**

- Innovative Urban Governance: Students learned how smart city projects are redefining governance by integrating digital solutions to improve efficiency, transparency, and accountability.
- Real-Time Implementation: Through expert explanations and real-life examples, the visit demonstrated how online services and data-driven strategies are utilized to address urban challenges effectively.
- Career and Professional Opportunities: Detailed discussions on internship and placement prospects provided students with valuable information on potential career pathways in the realm of smart cities.

**5. Conclusion:**

The industrial visit to Sahyadri Farms was highly informative and beneficial for the students of the Department of Computer Engineering. It provided a practical perspective on how theoretical knowledge is applied in the industry, particularly in the agricultural sector. The insights gained from this visit will undoubtedly enhance the students' academic and professional growth, preparing them for future challenges in their careers. The department extends its gratitude to Sahyadri Farms and Ms. M.V. Malode for organizing this enriching experience.

# NEWS LETTER 2024-25

## Training Activities

**1. Workshop on Machine Learning**

On 2nd July 2024, the IEEE Student Branch of MVPS's KBT College of Engineering organized a one-day Workshop on Machine Learning. This event was designed for students with an interest in exploring the fundamentals of machine learning and its real-world applications. The workshop provided a platform for participants to gain insights into the basic concepts, tools, and techniques used in machine learning, setting the stage for further exploration in this rapidly evolving field.

**Trainer:**

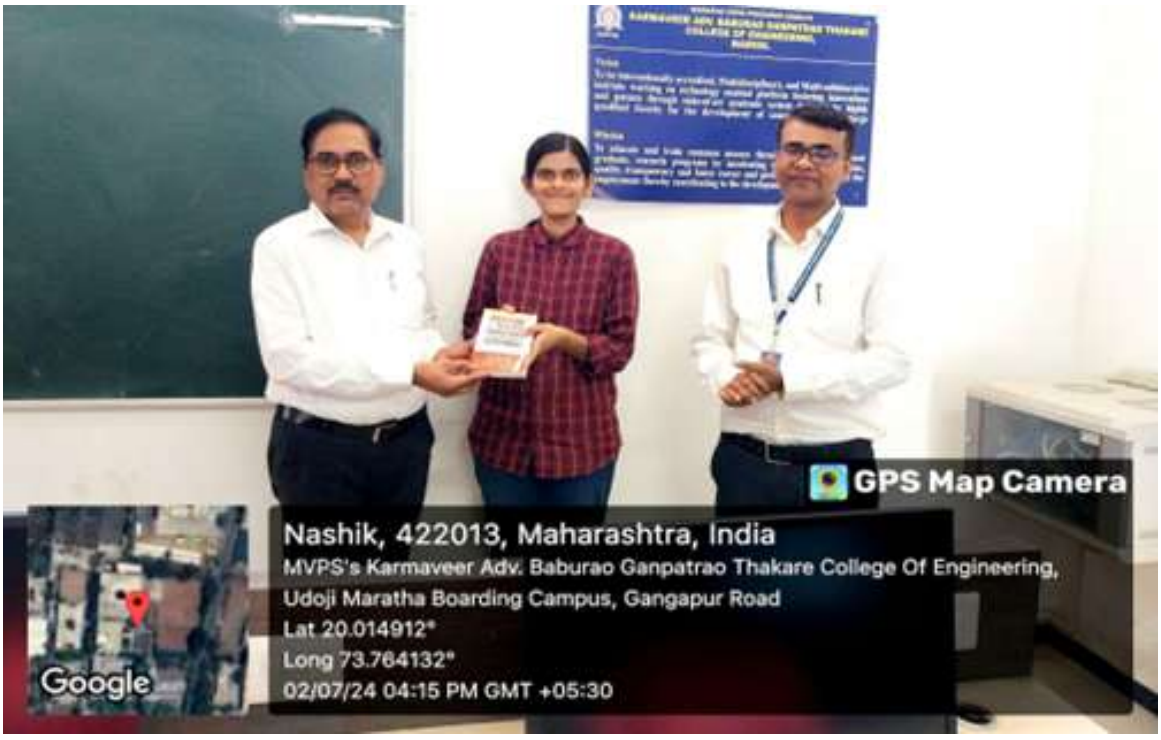
**Samruddhi Khairnar:** An accomplished alumnus of the college with extensive hands-on experience and in-depth knowledge of machine learning. Samruddhi led the session by effectively explaining core concepts, demonstrating a practical machine learning project, and guiding the students through the entire process of model building—from data collection and preprocessing to training and evaluation.

The workshop was meticulously coordinated by:

- **Mrs. R. P. Chandwadkar:** Who played a vital role in organizing interactive segments, facilitating engaging discussions, and managing the logistics of the workshop, thereby enhancing the overall learning experience.

DEPARTMENT OF COMPUTER ENGINEERING

# NEWS LETTER 2024-25




**Training Objectives:**

- Introduce Fundamental Concepts: Provide students with a solid foundation in machine learning, covering key algorithms, data processing techniques, and model development methodologies.
- Demonstrate Practical Applications: Showcase a real-world machine learning project to illustrate how theoretical concepts can be translated into practical solutions.
- Enhance Problem-Solving Skills: Equip participants with the skills to apply machine learning techniques to address complex problems, thereby fostering critical thinking and innovation.
- Encourage Further Exploration: Inspire students to pursue advanced studies and projects in the field of machine learning and data science, building confidence in their ability to contribute to this dynamic area of technology.

**2. AICTE and Edunet Training: NextGen Employability Training Program**

From 23rd to 28th September 2024, the AICTE and Edunet Training: NextGen Employability Training Program was conducted for third-year students of the Department of Computer Engineering. This intensive one-week training focused on full stack development, offering a blend of theoretical insights and hands-on practical sessions. The program was designed to empower students with the skills and knowledge necessary to develop end-to-end web applications, thereby enhancing their employability in a competitive tech landscape.

**Training Details:**

- Title: AICTE's Next Gen Employability Technical Training
- Focus Areas: MERN Stack
- Target Audience: Third Year (TE) students

**Trainer:**

- **Mr. Shashank Shekhar:** A seasoned professional in full stack development with extensive expertise in both front-end and back-end technologies, renowned for his practical approach to building robust web applications.
- **Mr. Helvin Gheevar:** An expert in modern web technologies, known for his comprehensive knowledge of server-side logic, database management, and hands-on project development.

The training was organized with the dedicated efforts of:

- **Prof. Dr. B. S. Tarle:** Head of the Computer Department, who meticulously oversaw the planning and execution of the training program.
- **Mrs. R. P. Chandwadkar:** Who played a crucial role in coordinating and facilitating the event, ensuring that all logistical and academic needs were seamlessly met.

# NEWS LETTER 2024-25

**Training Objectives:**

- Develop Full Stack Skills: Gain a solid understanding of both front-end and back-end development.
- Enhance Industry Readiness: Learn current best practices and tools used in modern web development.
- Boost Employability: Improve coding, project management, and collaborative skills for career advancement.