INSDIE THIS ISSUE

1. Vision mission .................................................................2
2. PEO, PSO.................................................................3
3. From chair & Editor Desk..............................................4
4. Student Corner..........................................................5
5. Collaboration/ MoU with Industries.............................9
6. Events Organized by Department for Students ................10
7. Staff Achievements....................................................12
8. Research Publication ................................................13
9. Placement Highlights................................................14
10. Student Achievements...............................................15
11. Internship.....................................................................17
12. Glimpses......................................................................18
**Vision and Mission**

**Institute Vision**

Pune Institute of Computer Technology aspires to be the leader in Higher technical education and research of International repute.

**Institute Mission**

To be the leading and the most sought after institute of education and research in emerging engineering and technology disciplines that attract, retains and sustains gifted individuals of significant potential.

**Department Vision**

The department endeavors to be recognized globally as a center of academic excellence & research in Information Technology.

**Department Mission**

To inculcate research culture among students by imparting Information Technology related fundamental knowledge, recent technology trends and ethics to get recognized as globally acceptable and socially responsible professionals.
1. To produce graduates who would have developed a strong background in basic science and mathematics and ability to use these tools in their chosen fields of specialization.

2. To produce graduates who have the ability to demonstrate technical competence in the fields of information Technology and develop solutions to the problems.

3. To produce graduates who would attain professional competence through life-long learning such as advanced degrees, professional registration, and other professional activities.

4. To produce graduates who function effectively in a multi-disciplinary environment and individually, within a global, societal, and environmental context.

5. To produce graduates with ethical and moral behavior.

1. Apply core aspects of Information Technology and programming paradigms in order to facilitate processing, storage, retrieval, transmission and exchange of information.

2. Design, document, and develop robust applications by considering human, financial and environmental factors using cutting edge technologies to address individual and organizational needs.

3. Work in teams to manage complex IT projects using suitable project management techniques by utilizing high level interpersonal skills.
I am delighted to present Newsletter collection of amazing contributions from the faculties and students of Information Technology Department. I feel it is a chance to thank all the contributors who directly or indirectly helped in the publication. Technology is a compendium of techniques, skills, methods and processes which assists in the overall advancement of the human race. In this ever-changing world, technology is growing at a remarkable pace which has led to revolutionary changes. It gives me immense pleasure to write for the issue of this year's annual newsletter. It aims at widening the technical domain of students and provides a chance for their ideas to grow and flourish.

Dr. A. M. Bagade  
HoD, IT Dept.

It gives me immense pleasure to present this issue of the departmental newsletter. This newsletter is the reflection of Departmental activities– the achievements, the spirit of all the students and staff, goals, and experiences, be it curricular, co-curricular, or extracurricular during this semester due to Covid-19 Pandemic. It is the efficiency of our students and staff that so many activities of different flavors keep taking place and yet the schedules and daily activities don’t get disturbed.

I would like to express my sincere thanks to our Head of Department Dr. A.M Bagade for his continuous motivation, input, and support for this letter also I would like to thank Prof. Mrs. S.N.Bhosale and Mrs. S.G Patil for their everlasting support throughout the creation of this newsletter.

Mr. J. K. Kamble  
Asst. Prof, IT Dept.
Blockchain Technology has revolutionized the entire value chain of the world which previously existed as a trust-based method and has converted it into a trustless peer-to-peer system of value transfer which only requires the notion of value in something and nothing else for a transaction to occur. In this sense, Blockchain has made a new layer on top of the internet which is the Internet of Value. There is a new system of techniques which come under the Blockchain umbrella which serves this purpose, out of which, tokens are one.

Just after the introduction of the first majorly accepted crypto-currency Bitcoin, there has been an increase in the number of applications of the new technology called Blockchain ranging from Currency to Governance to Banking to Art and to Games. This technology, which revolutionizes the very need to have trust between two parties for a transaction to occur, has seen many changes in the range of development of applications over the course of years. With the introduction of Ethereum Blockchain and the feature of smart-contracts which it offers, opened up a new era of Blockchain application called tokenization.

Games usually run on the client-server model meaning they fetch the data from a particular server including that of the in-game assets and any monetary value transfer, a model which we generally call Web2.0. Most of the layer-1 Blockchain networks rely on transaction fees to keep their networks secure and to incentivize the validator and miner nodes of the network. In Ethereum and thereafter in almost all the layer-1 Blockchain, they are called Gas fee which is a token amount in local crypto-currency given to these nodes for participating in the validation or mining process based on the amount of Gas they burnt in order to keep the network secure.

These Gas fees were not considered a big problem until we experienced a huge load on Ethereum in 2020 because of high transaction volume which then resulted in skyrocketing Gas price. This makes layer-1 Blockchain a worse alternative to Web2.0 just because of the transaction cost. This is where layer-2 Blockchain comes into play. With the emergence of Smart Contracts after Ethereum and Layer-2 chain solutions such as Polygon (Matic), Binance Smart Chain (BSC), which solve some major issues with the transaction volume and resulting high Gas fees occurring in layer-1 chains like Ethereum, it has become viable to use decentralized systems like Blockchain to be used instead of Client-server model to fetch or store data with lesser Gas fees.
This has led to the emergence of new Web technology called Web3.0, which is the future of Distributed Networking. Any applications made in Web3.0 would surely be gaining momentum in the coming years. This also includes Gaming industry which accounts for the second highest internet usage in the world after video-streaming services.

Layer-2 Blockchain is a mechanism laid on top of layer-1 Blockchain which acts as a cached chain of transaction blocks which is ratified by the validator and miner nodes of layer-1 Blockchain after a specific interval of blocks or specific interval of time. These are also called side-chains as they run parallel to the main net of layer-1 Blockchain and thus have many advantages like increased throughput of transaction even after having high transaction congestion. We can use layer-2 side chains to our benefit as video-games or any online games require substantial amounts of data read/write which is executed in the form of reading data from Blockchain through Web3 API or writing data on it through a smart contract from a node using Web3 API. All of the data-writes are executed as transactions because it needs invoking of a smart contract everytime we need to make changes to a state of an object in Blockchain. All the in-game assets in the games such as player skins, extra items such as shields, swords, decorations, extra features can be tokenized and then can be made tradable on the layer-2 Blockchain. In order to create tokens, we need to invoke a specific smart contract made for that very purpose. These smart contracts are made using following Interfaces and Ethereum Request for Comments (ERCs):

- ERC-20 for fungible tokens,
- ERC-721 for NFT and
- ERC-1155 for hybrid token set.

Some of the games which are made by leveraging NFT and Blockchain are Cryptokitties, Dragonary, Splinterlands, Crypto-blades, etc.

This leaves no doubt why Web3.0, NFT and Blockchain is considered to be one of the most disruptive technologies of the decade! The sooner we embrace it, the more rewarding it will get!

- Mihir Ranade
- Abhishek Kulkarni
Businesses are heart of the economy and for a country/region to develop the businesses should flourish. Businesses create scope for research and development of existing projects as well as help to innovate of new projects. It creates employment opportunities for all the classes of the societies. Bill Gates stated has rightly that “If your business is not on the internet, then your business will be out of business.” Following this most of the business owners brought their businesses on the internet and instantly found an exponentially growth.

Traditionally there was very less or almost zero competition in the markets, but in today’s competitive world the balances are inverted. In today’s world, all competitors are on the same grounds because the competition is over the internet itself, as compared to the conventional one, which was online vs. offline. This led to a cut-throat competition in almost all the domains, and it becomes highly difficult for a newly emerging business to strive establish and grow in the current markets.

This is where the new age technique of business analytics comes into action. It’s the customer insights and in-depth market study that creates cutting edge over the other competitors. This market study includes previous traits and is capable to predict future trends for the same. This study will help the small business owners who just shifted to internet to survive the big sharks. This effective market study about customer mindsets, global environments and market competitions are accomplished and are visualized as process flows, charts, and graphs via data science. However, the business not only limit to the data science techniques but move towards the business analysis. Data Science in simple words provides the processed data, but to put that data into action in the businesses Business Analytics is required.

Business Analytics is the process by which businesses use statistical methods and technologies for analyzing historical data to gain new insight and improve strategic decision-making. Business analytics aims to inform changes to a business through utilization of predictive models that provide insight into the outcome of proposed changes. Business analytics utilizes big data, statistical analysis, and data visualization to implement organization changes.
Traditional decision-making models assume that the decision-making process involves a certain fixed sequence of steps. These include definition of both the problem and goal of the decision, identification of decision criteria, search for alternative solutions, comparison, and analysis of these alternatives. However, as per the theory of bounded rationality which states that managers tend to make imperfect decisions due to several limiting factors such as limited information, time, and cognition. This irrational behavior may lead to loss of economic prosperity. After all, due to bounded rationality, solutions that are sought are not always optimal but rather satisfactory. So, the Business owners are now shifting to the idea of assistive data driven decisions provided by the business intelligence rather than just relying on the human intelligence. Predictive Intelligence is the process in which first, data from the past on all internal and external relevant contingency factors of an organization from a multitude of validated internal and external sources are collected, validated, linked, and processed by means of defined and validated algorithms, dynamically extrapolated and modelled by means of variable parameters in the sense of assumptions and occurrence probabilities for short, medium and long-term corporate management, prepared and made available to the organization 24/7 for the optimization of basic economic principles.

- Akash Kulkarni
Name of Institute / Company/ Industry/Research Center:-
Indian Institute of Remote Sensing, Indian Space Research Organization, Department of Space Government of India
Faculty: Dr. Kavita A. Sultanpure
Collaboration Purpose/Scope:--Different courses in the field of Remote Sensing, GIS and GNSS technologies and their applications.

Name of Institute / Company/ Industry/Research Center:-
Mithi Software Technologies, Pune.
Faculty: Radhika V. Kulkarni
Collaboration Purpose/Scope:--Project Mentoring, Internship opportunities, Placements opportunities, Entrepreneurship, provide technical support for Center of Excellence and Innovation Cell.
7 hours faculty orientation program was organized on TE IT 2009 course HCI and HCII by Mr. S.S. Pande, Mr. M. R. Khodskar, Mrs. D. D. Londhe, Mrs. R. R. Chhajed, and Mr. A. G. Dhamnakar.

20 hours short term course on Introduction to python program was organized by Swapnil Mane, Mrs. P. R. Makkar, Mr. R. B. Murumkar, Mr. A.C karve, and Mrs. D. D. Londhe.

5 hours faculty orientation program was organised on TEIT 2019 course DAA and DAAL was organized by Mrs. S. H. Chandak.

3 days faculty development program was organized on Deep Learning for Computer Vision by M. R. Khodaskar, Mrs. A. V. Yenkikar, and Ms. S. L. Rane.

Expert session on Educational Content Creation: Creating Interactive Learning Objects using H5P was organized by Mrs. J. B. Jagdale.

Expert session on Profile Building on Professional Social Media like LinkedIn was organized by Mrs. J. B. Jagdale.

4 days workshop on ML and IoT for Cyber Security was organized by Mrs. A. V. Yenkikar, Mrs. P.A. Joshi, and Mrs. S. A. Jakhete.

5 hours expert session on Introduction to Latex was organized by Mr. V. R. Tribhuvan.
Expert session on Retail Analytics in AI was organized by Mrs. R. A. Karnavat

32 hours short term course on Student Technical Enhancement Program on AI, ML, and Big Data by Mrs. A. V. Yenkikar, Mrs. P.A. Joshi, and Mrs. S. A. Jakhete.

32 hours short term course on Object Oriented Programming was organized by Mrs. P. R. Makkar and Mrs. D. D. Londhe.

2 hours guest session on Current Trends in Processor Architecture was organized by Mrs. A. V. Yenkikar.

An expert session on Cyber Laws–Legal Perspectives was organized by Mr. M. R. Khodskar.

An expert session on Computational Complexity was conducted by Dr. G. P. Potdar and organized by Mrs. S. A. Jakhete and Mrs. A. V. Yenkikar.
<table>
<thead>
<tr>
<th>SR.NO.</th>
<th>SESSION NAME</th>
<th>DAY AND DATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Journey to fetch PhonePe (Top job opportunity)</td>
<td>Thursday, 12th August 2021</td>
</tr>
<tr>
<td>2</td>
<td>Views sharing on fetching Deutsche Bank and FinIQ (Top job opportunities)</td>
<td>Friday, 20th August 2021</td>
</tr>
<tr>
<td>3</td>
<td>Views sharing on fetching PhonePe (Top job opportunity)</td>
<td>Saturday, 21st August 2021</td>
</tr>
<tr>
<td>4</td>
<td>Views sharing on fetching top job opportunities</td>
<td>Friday, 27th August 2021</td>
</tr>
<tr>
<td>5</td>
<td>Views sharing by Entrepreneurs</td>
<td>Friday, 3rd September 2021</td>
</tr>
<tr>
<td>6</td>
<td>Views sharing by World's Top University Learner</td>
<td>Saturday, 11th September 2021</td>
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<tr>
<td>7</td>
<td>Views sharing by GATE Topper</td>
<td>Friday, 24th September 2021</td>
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<tr>
<td>8</td>
<td>Workshop on 'Resume Writing'</td>
<td><strong>Session - I:</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Saturday, 25th September 2021</td>
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<tr>
<td>9</td>
<td>Views sharing by IIM Learner</td>
<td><strong>Session - II:</strong></td>
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<tr>
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<td></td>
<td>Friday, 30th September, 2021</td>
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<tr>
<td></td>
<td></td>
<td><strong>Session - III:</strong></td>
</tr>
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<td></td>
<td></td>
<td>Thursday, 1st October, 2021</td>
</tr>
</tbody>
</table>
Dr. K. A. Sultanpure was Mentor for HackRXx 2.0 organized by Bajaj Finserv which team has won third prize of amount Rs. 25,000/-

Mr. M. R. Khodskar was Judge for Toycathon 2021 held by the Ministry of Innovation cell, AICTE

Dr. K. A. Sultanpure was Technical Program Committee Member at First IEEE International Virtual Conference on Computing, Communication and Green Engineering-2021 (CCGE'21) during 23rd - 25th September 2021. Organized by JSPM's Rajarshi Shahu College of Engineering, Pune.

Dr. K. A. Sultanpure was reviewer for The Journal of Supercomputing by Springer

Mrs. J. B. Jagdale was a reviewer for IEEE international conference

Mrs. R. A. Karnavat acquired an Elite certificate in the Nptel course "Python for Data Science"

Mrs. R. V. Kulkarni achieved a position in Top 5% in NPTEL 8 weeks online course on "Big Data Computing" with the Elite and silver Certificate
Title of Research paper: Flood level control and Management using Instrumentation and control

Author: Mr. Hrushikesh Joshi
Publication: IEEE Conference Computing communication and Green Engineering 2021 (ICCGE'21)

Title of Research paper: An Empirical study of online Learning in Non-Stationary Data Streams using Ensemble of Ensembles

Author: Mrs. Radhika Kulkarni
Publication: International Journal on Advanced Science, Engineering and Information Technology.
Our Recruiters

- Accenture
- Acquia
- Agiliad
- AlefEdge
- Altizon Inc.
- Amdocs
- Amura
- Apisero
- Arista
- Atos
- Avaya
- Barclays
- BizAmica
- Buddi.AI
- CakeSoft
- CLSA
- Cognizant
- Deqode
- Deutsche Bank
- ElasticRun
- Vertical Fox
- Endurance
- eQ technologic
- Espressif
- Eumentis
- e-Zest solutions
- FinIQ
- HSBC
- Icertis
- ION
- iQ Digital
- K12 Techno Services
- Kylasr
- L & T Infotech
- MasterCard
- MedlyPharmacy
- Mindstix Software Labs
- MiniOrange
- NICE Systems
- SAS
- OneXtel
- Vodafone
- Persistent
- Planet Spark
- Plat form 9
- Product Dossier
- PTC Soft ware
- Quantiphi
- RedPanda
- RIA Advisory
- Sagitec
- Schlumberger
- Screen Magic
- SE2
- Siemens
- Sophos
- TCS (Digit al)
- TCS (Ninja)
- TIBCO
- UBS
- UdChalo
- Veritas
- Wednesday Solutions
# Achievements/ Awards/ Certificates of Students

<table>
<thead>
<tr>
<th>Student Name</th>
<th>Achievement</th>
<th>Organizer</th>
<th>Remark</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soumya Malgonde</td>
<td>GHC Scholarship 2021</td>
<td>GHC Scholarship 2021</td>
<td>Winner</td>
</tr>
<tr>
<td>Vaibhav Pallod</td>
<td>1000$ Bug Bounty Rewarded by Microsoft</td>
<td>Bug Bounty</td>
<td>Winner</td>
</tr>
<tr>
<td>Nikita Karande</td>
<td>Hackathon+Hacktoberfest+ Google cloud program+ DEVELOPER HACKS-21</td>
<td>DEVELOPER HACKS-21(GDSC-AISSMS IOIT)</td>
<td>Winner</td>
</tr>
<tr>
<td>Syed Farhan Naqvi</td>
<td>Winner in DeveloperWeek Global: Cloud 2021 Hackathon</td>
<td>DeveloperWeek Global: Cloud 2021 Hackathon</td>
<td>Winner</td>
</tr>
<tr>
<td>Sudarshan Gawale</td>
<td>Hackathon Winner under category Most Creative use of Twilio APIs</td>
<td>MLH Peace Out Hacks</td>
<td>Winner</td>
</tr>
<tr>
<td>Aditya Kangune</td>
<td>Winner in DeveloperWeek Global: Cloud 2021 Hackathon</td>
<td>DeveloperWeek Global: Cloud 2021 Hackathon</td>
<td>Winner</td>
</tr>
<tr>
<td>Aditya Paranjape</td>
<td>Winner in HackRx 2.0 Hackathon by Bajaj Finserv</td>
<td>DHackRx 2.0 Hackathon by Bajaj Finserv</td>
<td>Winner</td>
</tr>
<tr>
<td>Tejas Ambekar</td>
<td>Hackathon Winner arranged by GDSC AISSMS IOIT</td>
<td>DEVELOPER HACKS-21(GDSC-AISSMS IOIT)</td>
<td>Winner</td>
</tr>
<tr>
<td>Rushikesh Dhole</td>
<td>72nd rank in Credit Suisse GCC</td>
<td>Credit Suisse Global Coding Challenge</td>
<td>Rank 72</td>
</tr>
<tr>
<td>Puneet Dhanuka</td>
<td>88th rank in Credit Suisse GCC</td>
<td>Credit Suisse Global Coding Challenge</td>
<td>Rank 88</td>
</tr>
<tr>
<td>Samyak Jain</td>
<td>IITM Data Science + Hacktoberfest</td>
<td>IITM Data Science + Hactoberfest</td>
<td>Participant</td>
</tr>
<tr>
<td>Puneet Dhanuka</td>
<td>Hackathon+Hacktoberfest+ Google cloud program+ DEVELOPER HACKS-22</td>
<td>Facebook Hacker Cup</td>
<td>Participant</td>
</tr>
</tbody>
</table>
Achievements/ Awards/ Certificates of Students

- Sudarshan Gawale participated in Peace out Hacks Global Hackathon and appeared in winning list under special category of Most creative use of Twilio APIs

- Vaibhav Pallod participated in Bug Bounty Microsoft Hackathon and win US$1000 bounty award under M365 Bounty Program

- Yash Sonawane secured the first position with prize money Rs.1500 in Radiance'21 App development event

- Krishiv Dakwala with other team members participated in IEEE DoubleSlash Hackathon and appeared in the winning list of Top 15

- Anurag Singh, Anushree Bajaj with other team members participated in Innovative Idea Presentation secured the first position with amount Rs. 1500

- Janhavi Jitendra Kolte, Sejal Jadhav and Ruturaj Patil participated in Hackathon 2k21 organized by e-cell IIIT Pune appeared in One of the top 10 teams in Android Development
Achievements/ Awards/ Certificates of Students

- Swapnil Chhatre participated in Circuitron Xenia, PCSB secured the 1st position with prize of amount Rs. 2000
- Kshitij Deshpande with other team members participated in COEP’s Mindspark Hackathon secured the 2nd Rank with prize money Rs. 30,000/-
- Apurv Henkare with other team member participated in IIIT Kottayam's Dhruva Game-Jam secured the Best Game Design award with prize of ₹2000
- Aagaaz Ali Sayed, Syed Farhan Naqvi, Aditya Kangune and Smit Ramteke participated in DeveloperWeek Global: Cloud 2021 Hackathon secured 1st position with prize amount $200
Achievements/ Awards/ Certificates of Students

Aditya Paranjape with other team members participated in Bajaj Finserv HackRx 2.0 secured the 3rd Place with prize money- Rs.25000

Aditya Paranjape with other team members participated in Bajaj Finserv HackRx 2.0 secured the 3rd Place with prize money- Rs.25000
An internship is an opportunity offered by different employers to students of Information Technology.

<table>
<thead>
<tr>
<th>SR. NO.</th>
<th>STUDENT NAME</th>
<th>INTERNSHIP COMPANY NAME</th>
<th>STIPEND</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Disha Chavan</td>
<td>Adobe’s SheCodes</td>
<td>01L</td>
</tr>
<tr>
<td>2</td>
<td>Shraddha Wakchaure</td>
<td>Adobe’s SheCodes</td>
<td>01L</td>
</tr>
<tr>
<td>3</td>
<td>Nadini Patil</td>
<td>Adobe’s SheCodes</td>
<td>01L</td>
</tr>
<tr>
<td>4</td>
<td>Janvi Santani</td>
<td>Adobe’s SheCodes</td>
<td>01L</td>
</tr>
<tr>
<td>5</td>
<td>Ananya Singh</td>
<td>Amazon WoW</td>
<td>80,000/</td>
</tr>
<tr>
<td>6</td>
<td>Bindi Shah</td>
<td>Mayjuun, NC, United States Exposys Data Labs</td>
<td>International</td>
</tr>
<tr>
<td>7</td>
<td>Ankita Bharsakle</td>
<td>Exposys Data Labs</td>
<td>-</td>
</tr>
<tr>
<td>8</td>
<td>Kaustubh Mhaisekar</td>
<td>The Data Monk</td>
<td>5000</td>
</tr>
<tr>
<td>9</td>
<td>Anuja Patil</td>
<td>Omdena</td>
<td>-</td>
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<tr>
<td>10</td>
<td>Sanchit Kalsi</td>
<td>Elevate Career Network</td>
<td>9000</td>
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<tr>
<td>11</td>
<td>Siddharth Koli</td>
<td>FlexiEle Consulting Services</td>
<td>15000</td>
</tr>
<tr>
<td>12</td>
<td>Abhishek Dhar</td>
<td>Green Canvas</td>
<td>4000</td>
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<td>13</td>
<td>Vishwajit Shelke</td>
<td>e-Emphasys Systems Pvt. Ltd.</td>
<td>4000</td>
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<tr>
<td>14</td>
<td>Megha Sonavane</td>
<td>The Spark Foundation</td>
<td>-</td>
</tr>
<tr>
<td>15</td>
<td>Rohit Kumar Virani</td>
<td>Habitat for Humanity Trust</td>
<td>-</td>
</tr>
<tr>
<td>16</td>
<td>Mayur Jain</td>
<td>Flexiele Consulting Services</td>
<td>15000</td>
</tr>
</tbody>
</table>
Professional Development Activities (PDA) conducted for students of the IT department

Session -1: Journey to fetch PhonePe (Top job opportunity)

Session -2: Views sharing on fetching Deutsche Bank and FinIQ
Professional Development Activities (PDA) conducted for students of the IT department

Some Glimpses

Placements, CP, and Off-campus Drives

Mr. Ashish Mundada
Miss Soumya Mal grade
Mr. Vishwesh Lingayat

Session 4: Views sharing on fetching top job opportunities
Online 32 hours Certificate course for Student Technical Enhancement Program (STEP) on AI, ML and Big Data
Pune Institute of Computer Technology

Some Glimpses

An Online four days’ Workshop on “Machine Learning and IoT for Cyber Security”
A guest lecture on "Introduction to Quantum Computing"
Expert and Guest Session
Organized for Students

Expert Session on "Networking Devices Configuration"

Google Map Your Career

Expert Session on "Oratory skills and Confidence building"
Pune Institute of Computer Technology

Some Glimpses

Expert and Guest Sessions Organized for Students

Expert Session on "Internships: From preparation to procuring"

Introduction to Blockchain

Shaunak Padhye

Expert Session on "Introduction to Blockchain"
Pune Institute of Computer Technology

Some Glimpses

Expert and Guest Sessions Organized for Students

Expert Session on "JPA and Hibernate framework"

Placement Preparation: Academic Perspective

- Coding Round
  - DSA
  - CS Fundamentals (Pointers, Loops, etc)
- Technical Interview
  - Core subjects (DBMS, OOP, OS, CN, DSA, etc)
  - Projects/Internships
  - Guessestimate/ Puzzle (Very rarely)
- Aptitude Test
  - Logical Reasoning, Quantitative analysis, etc

Expert Session on "Placement Guidelines"
Pune Institute of Computer Technology

Some Glimpses

Expert and Guest Sessions Organized for Students

Two Days Workshop on Introduction to LaTeX

Two Days Workshop on Introduction to LaTeX
IT Department Advisory Board Meeting
Organized on 30th October 2021

Pune Institute of Computer Technology

Some Glimpses
Pune Institute of Computer Technology
Some Glimpses

One Week Faculty Development Program on Computer Vision: Past, Present and Future
Sponsored by AICTE Training and Learning (ATAL) Academy
Pune Institute of Computer Technology
Some Glimpses

One Week Faculty Development Program on Computer Vision: Past, Present and Future

Sponsored by AICTE Training and Learning (ATAL) Academy