



2021 | ISSUE 2

Pune Institute of Computer Technology

Academic Year 2021-22

Department of Information Technology



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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.

PROGRAM EDUCATIONAL OBJECTIVES

- 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.**

PROGRAM SPECIFIC OUTCOMES

- 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.**

FROM THE CHAIR DESK

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.

FROM THE EDITOR'S DESK

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.

FROM THE STUDENT'S CORNER

Application of Blockchain and NFT in Gaming

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 trust-less 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.

FROM THE STUDENT'S CORNER

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

FROM THE STUDENT'S CORNER

Predictive Intelligence in Business Analytics

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 a 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

FROM THE STUDENT'S CORNER

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

Collaboration / MoU with National / International Institute / Industry / Research Centre / Colleges



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.

STTP / FDP / Conference / Workshop/ Expert Session/ Courses Organized

- 7 hours faculty orientation program was organized on TE IT 2009 course HCI and HCIL 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. Yenikar, 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. Yenikar, Mrs. P.A. Joshi, and Mrs. S. A. Jakhete.
- 5 hours expert session on Introduction to Latex was organized by Mr. V. R. Tribhuvan.

STTP / FDP / Conference / Workshop/ Expert Session/ Courses Organized



- 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. Yenikar, 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. Yenikar
- 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. Yenikar.

Professional Development Activity for SE, TE, BE Students

SR.NO.	SESSION NAME	DAY AND DATE
1	Journey to fetch PhonePe (Top job opportunity)	Thursday, 12th August 2021
2	Views sharing on fetching Deutsche Bank and FinIQ (Top job opportunities)	Friday, 20th August 2021
3	Views sharing on fetching PhonePe (Top job opportunity)	Saturday, 21st August 2021
4	Views sharing on fetching top job opportunities	Friday, 27th August 2021
5	Views sharing by Entrepreneurs	Friday, 3rd September 2021
6	Views sharing by World's Top University Learner	Saturday, 11th September 2021
7	Views sharing by GATE Topper	Friday, 24th September 2021
8	Workshop on 'Resume Writing'	Session - I: Saturday, 25th September 2021 Session - II: Friday, 30th September, 2021 Session - III: Thursday, 1st October, 2021
9	Views sharing by IIM Learner	Monday, 27th September 2021

Achievements/ Awards/ Certificates of Staff



- 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



Research Publication in National and International Journals/ Edited Books/ Proceedings / Conference



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.



PLACEMENT HIGHLIGHT'S


84% of students are placed till date in reputed IT companies with the highest package of 10.62 L in Academic Year 2021-22 (Semester-I)

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



STUDENT NAME	ACHIEVEMENT	ORGANIZER	REMARK
Soumya Malgonde	GHC Scholarship 2021	GHC Scholarship 2021	Winner
Vaibhav Pallod	1000\$ Bug Bounty Rewarded by Microsoft	Bug Bounty	Winner
Nikita Karande	Hackathon+Hacktoberfest+ Google cloud program+ DEVELOPER HACKS-21	DEVELOPER HACKS-21(GDSC-AISSMS IOIT)	Winner
Syed Farhan Naqvi	Winner in DeveloperWeek Global: Cloud 2021 Hackathon	DeveloperWeek Global: Cloud 2021 Hackathon	Winner
Sudarshan Gawale	Hackathon Winner under category Most Creative use of Twilio APIs	MLH Peace Out Hacks	Winner
Aditya Kangune	Winner in DeveloperWeek Global: Cloud 2021 Hackathon	DeveloperWeek Global: Cloud 2021 Hackathon	Winner
Aditya Paranjape	Winner in HackRx 2.0 Hackathon by Bajaj Finserv	DHackRx 2.0 Hackathon by Bajaj Finserv	Winner
Tejas Ambekar	Hackathon Winner arranged by GDSC AISSMS IOIT	DEVELOPER HACKS-21(GDSC-AISSMS IOIT)	Winner
Rushikesh Dhole	72nd rank in Credit Suisse GCC	Credit Suisse Global Coding Challenge	Rank 72
Puneet Dhanuka	88th rank in Credit Suisse GCC	Credit Suisse Global Coding Challenge	Rank 88
Samyak Jain	IITM Data Science + Hacktoberfest	IITM Data Science + Hactoberfest	Participant
Puneet Dhanuka	Hackathon+Hacktoberfest+ Google cloud program+ DEVELOPER HACKS-22	Facebook Hacker Cup	Participant

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 Raturaj Patil participated in Hackathon 2k21 organized by e-cell IIT 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

Internship

An internship is an opportunity offered by different employer to students of Information Technology:

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

Pune Institute of Computer Technology.

Some Glimpses

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

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Some Glimpses

Professional Development Activities (PDA)
conducted for students of the IT department

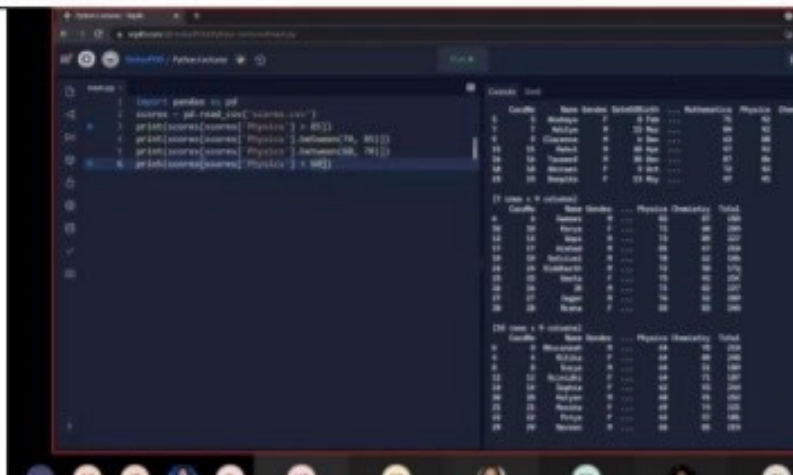
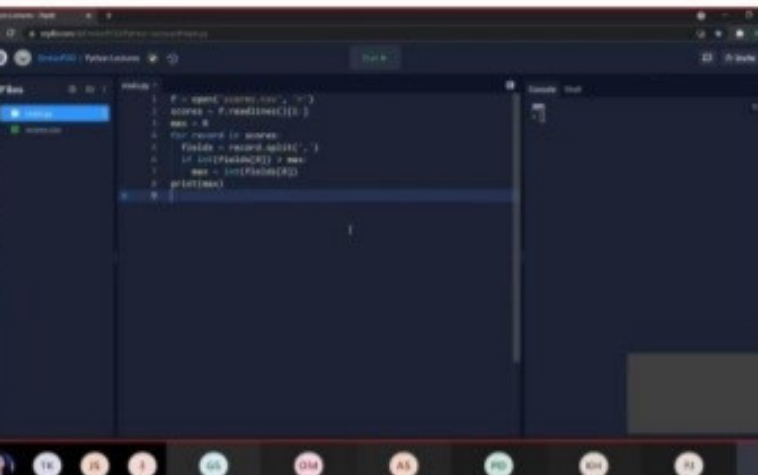
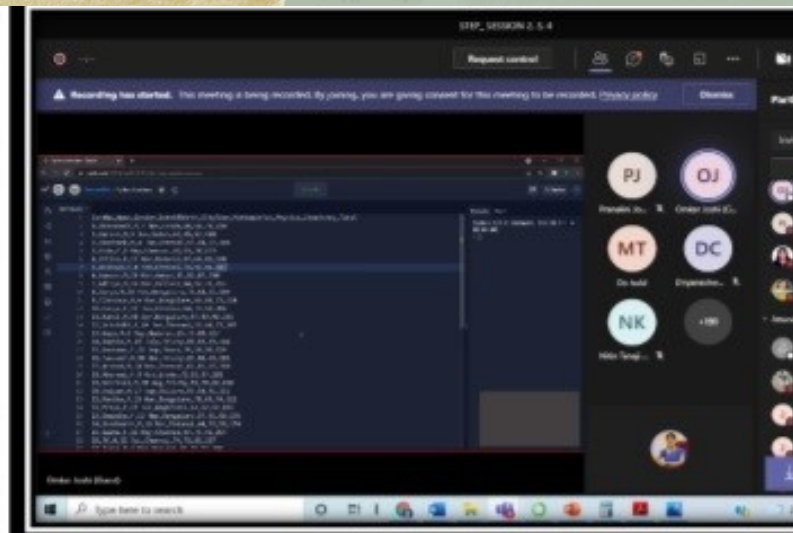


Session -4: Views sharing on fetching top job opportunities

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Some Glimpses

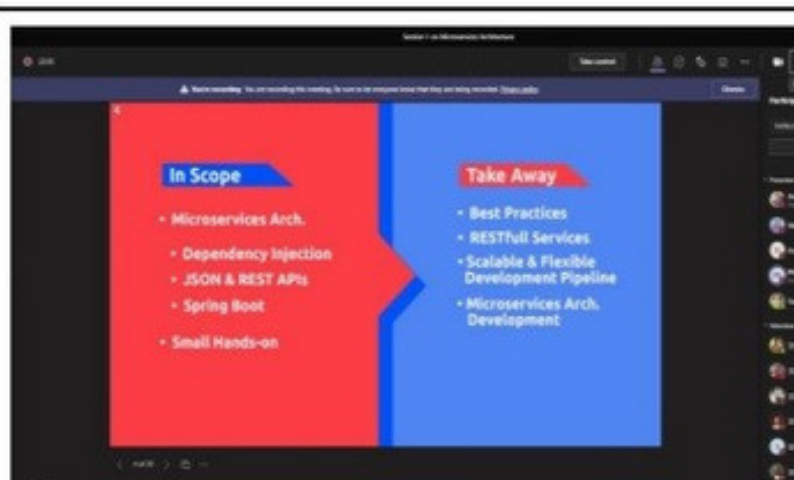
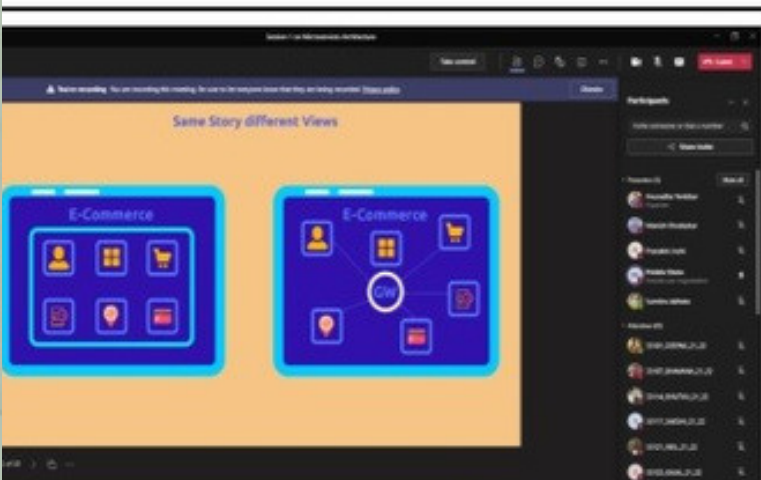
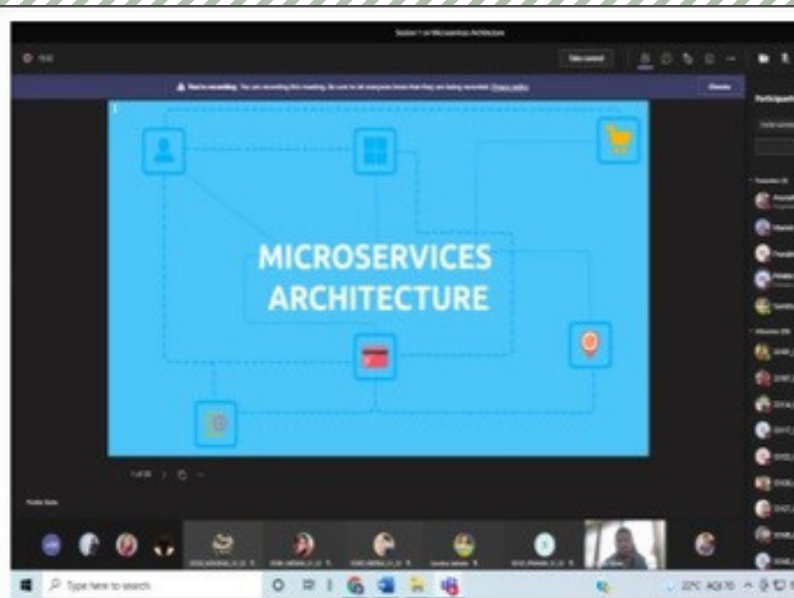
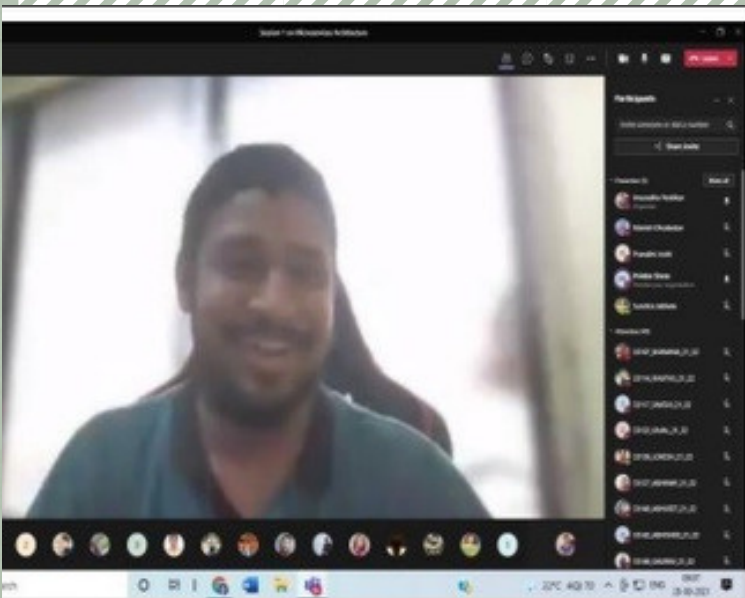
Online 32 hours Certificate course for Student
Technical Enhancement Program (STEP) on
AI, ML and Big Data



Pune Institute of Computer Technology.

Some Glimpses

An Online four days' Workshop on "Machine Learning and IoT for Cyber Security"



Pune Institute of Computer Technology

Some Glimpses

Expert and Guest Session
Organized for Students

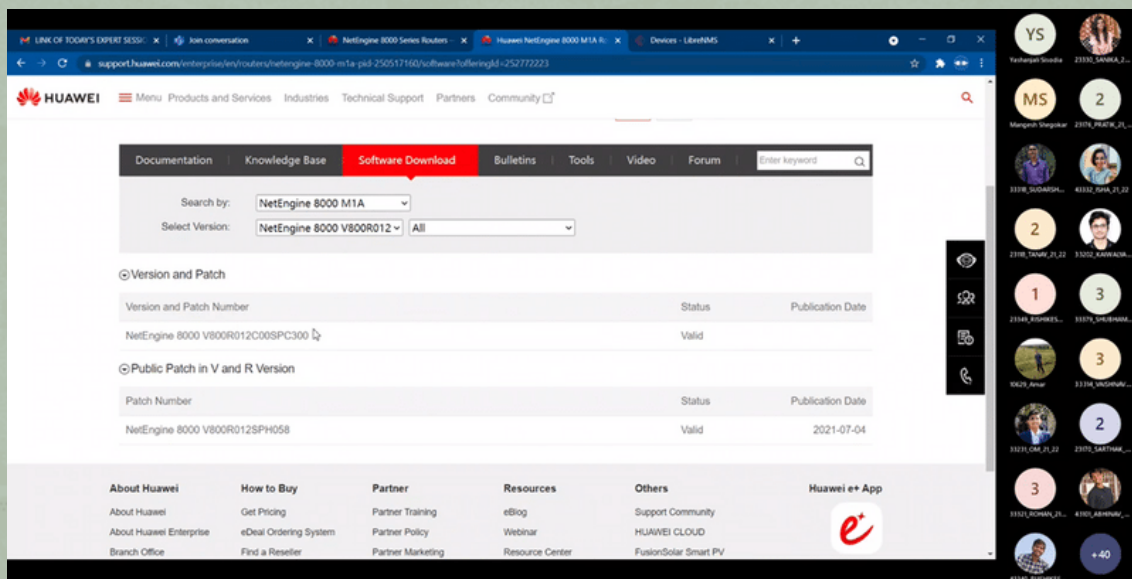
A guest lecture on "Introduction to Quantum Computing"

A guest lecture on "Introduction to Quantum Computing"

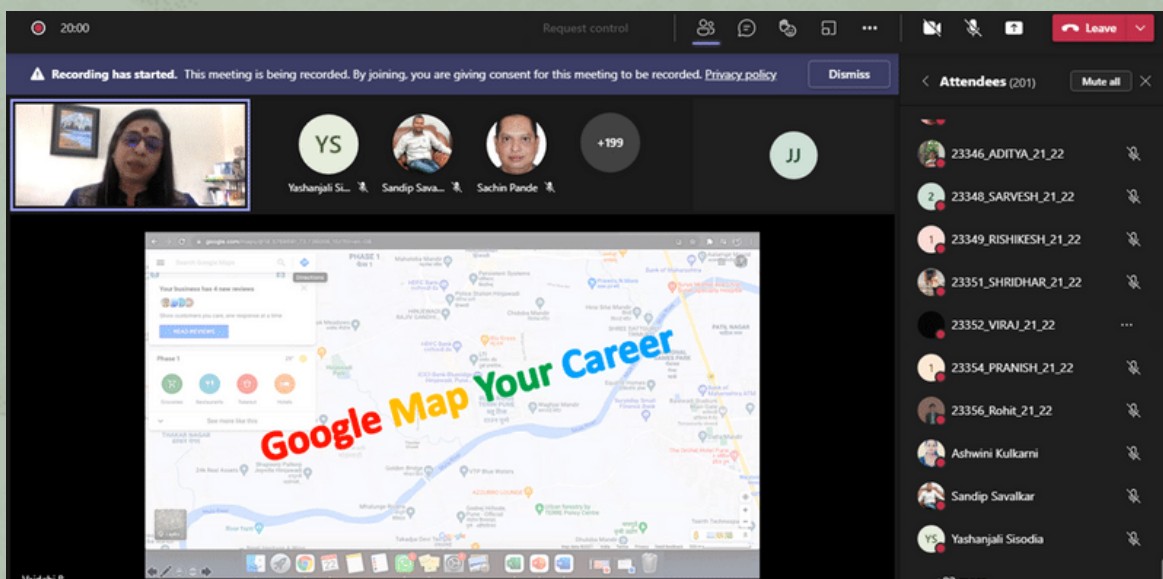
Pune Institute of Computer Technology.

Some Glimpses

*Expert and Guest Session
Organized for Students*



Expert Session on "Networking Devices Configuration"

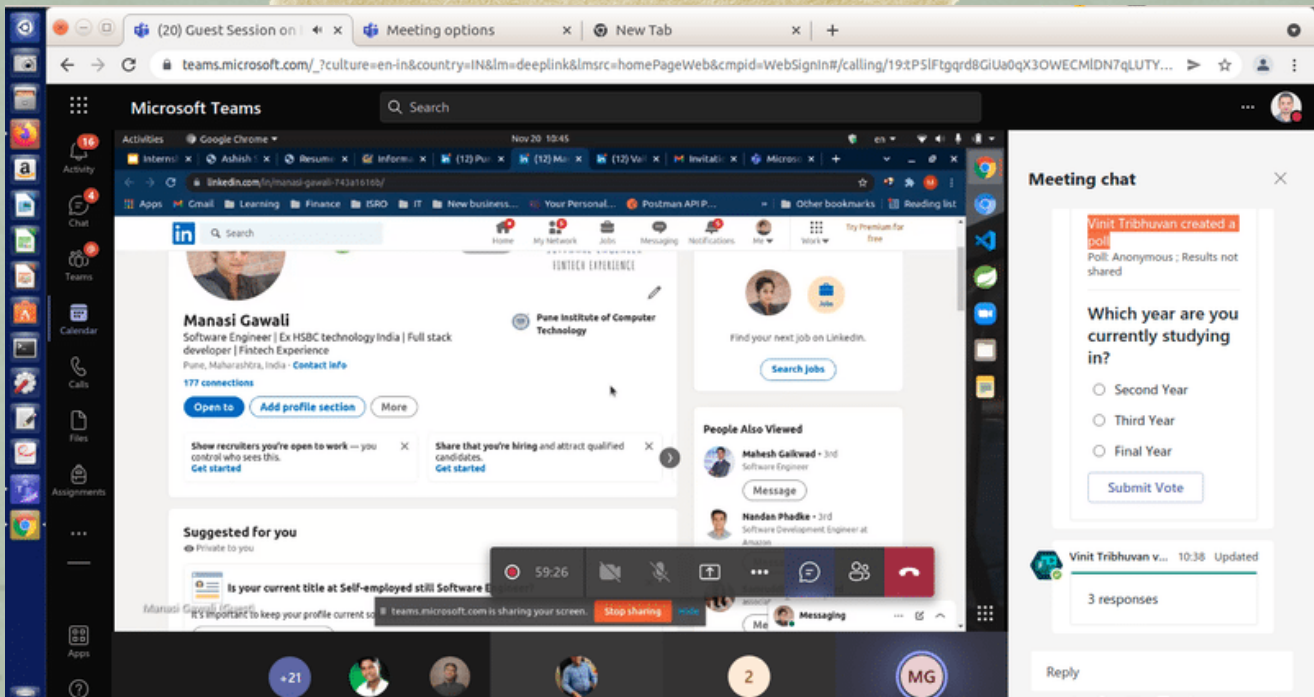


Expert Session on "Oratory skills and Confidence building"

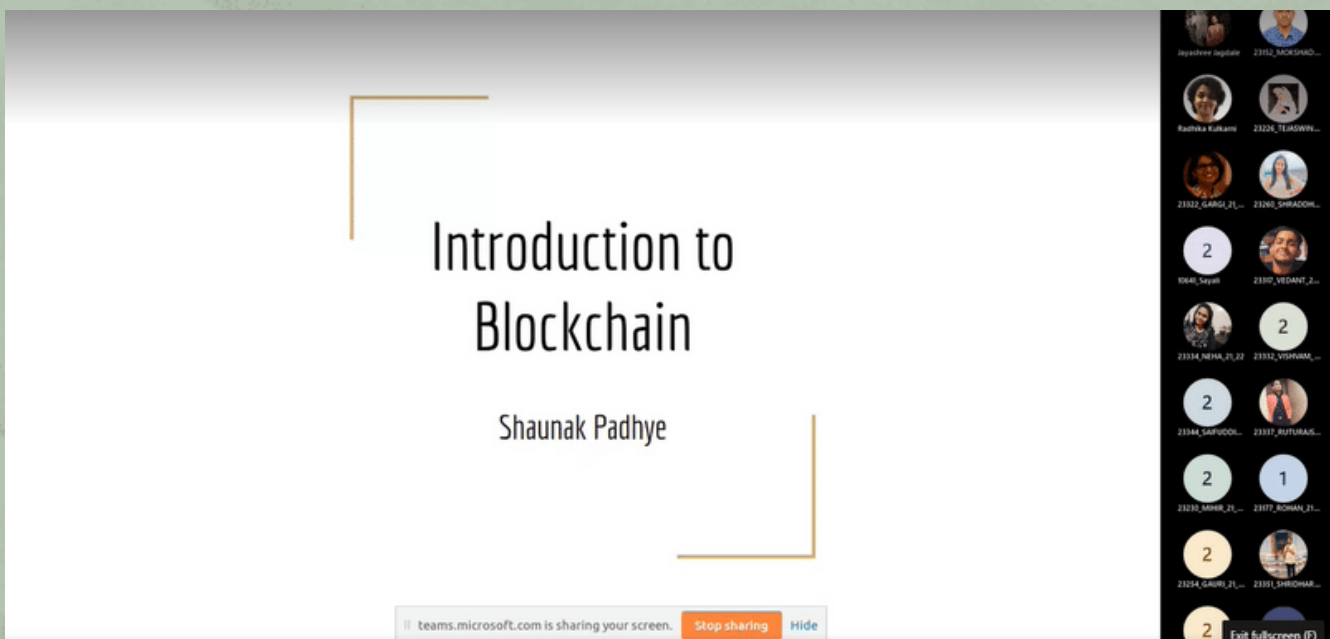
Pune Institute of Computer Technology.

Some Glimpses

*Expert and Guest Sessions
Organized for Students*



Expert Session on "Internships: From preparation to procuring"

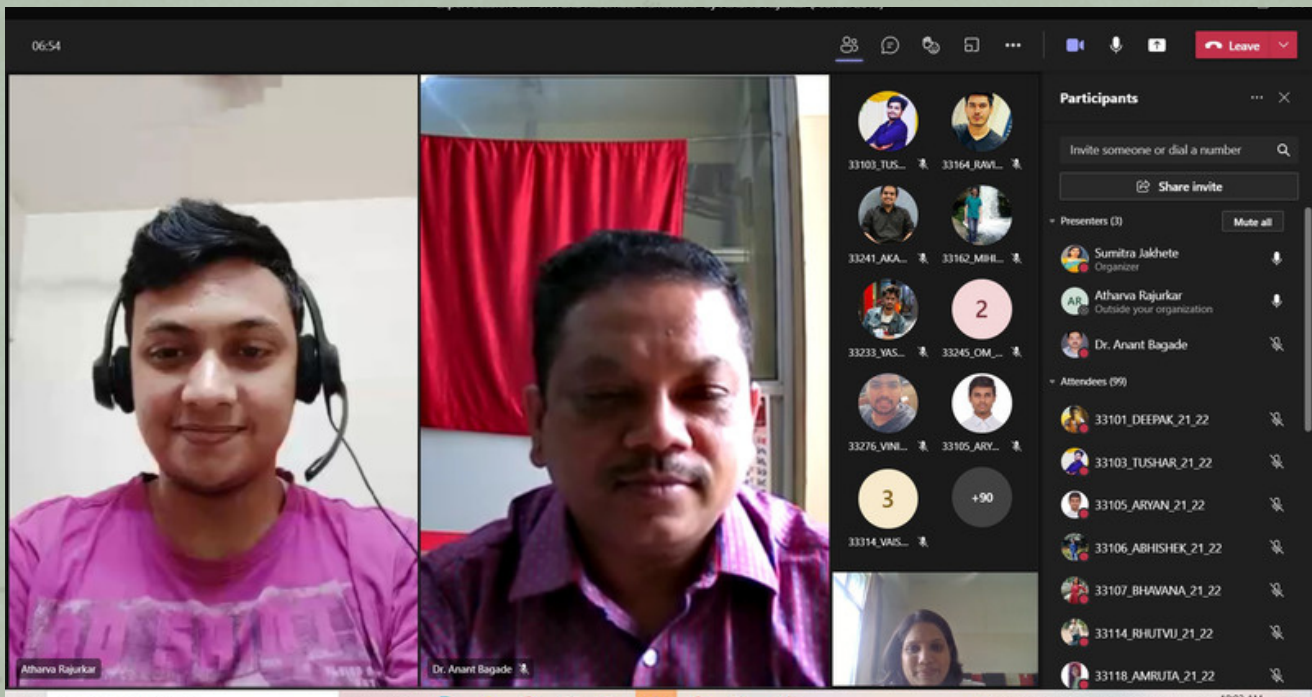


Expert Session on "Introduction to Blockchain"

Pune Institute of Computer Technology.

Some Glimpses

*Expert and Guest Sessions
Organized for Students*



Expert Session on "JPA and Hibernate framework"

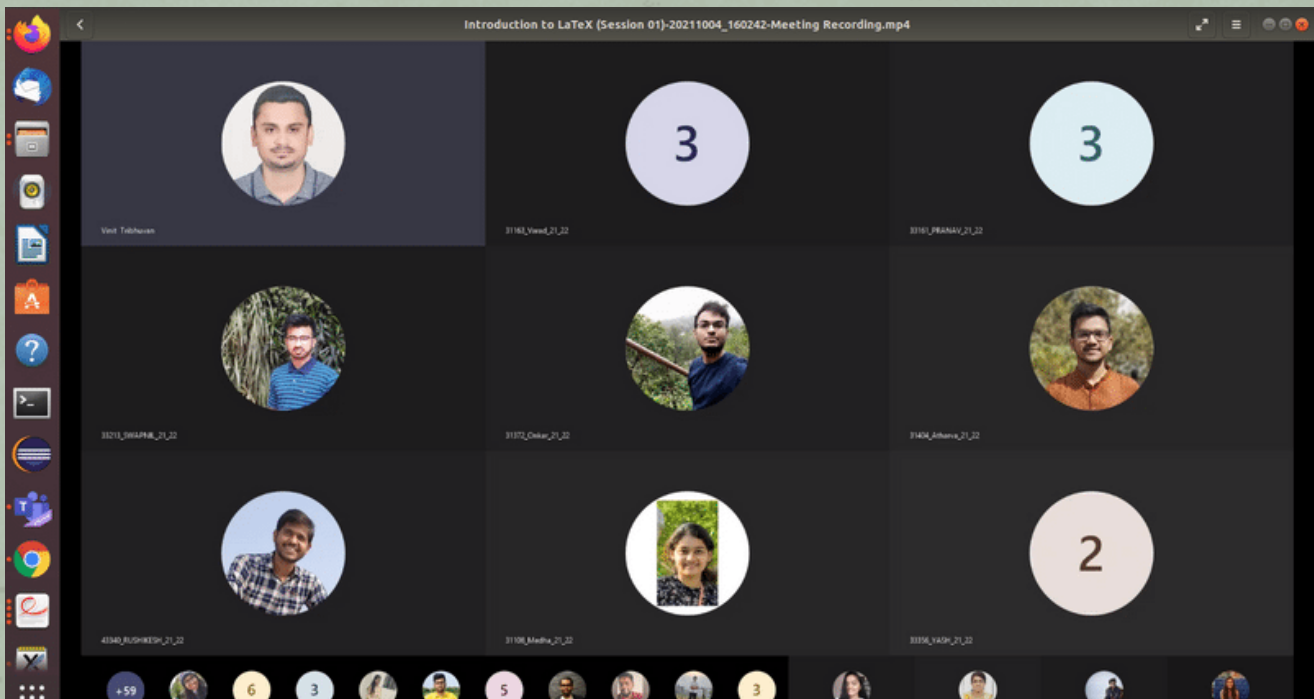


Expert Session on "Placement Guidelines"

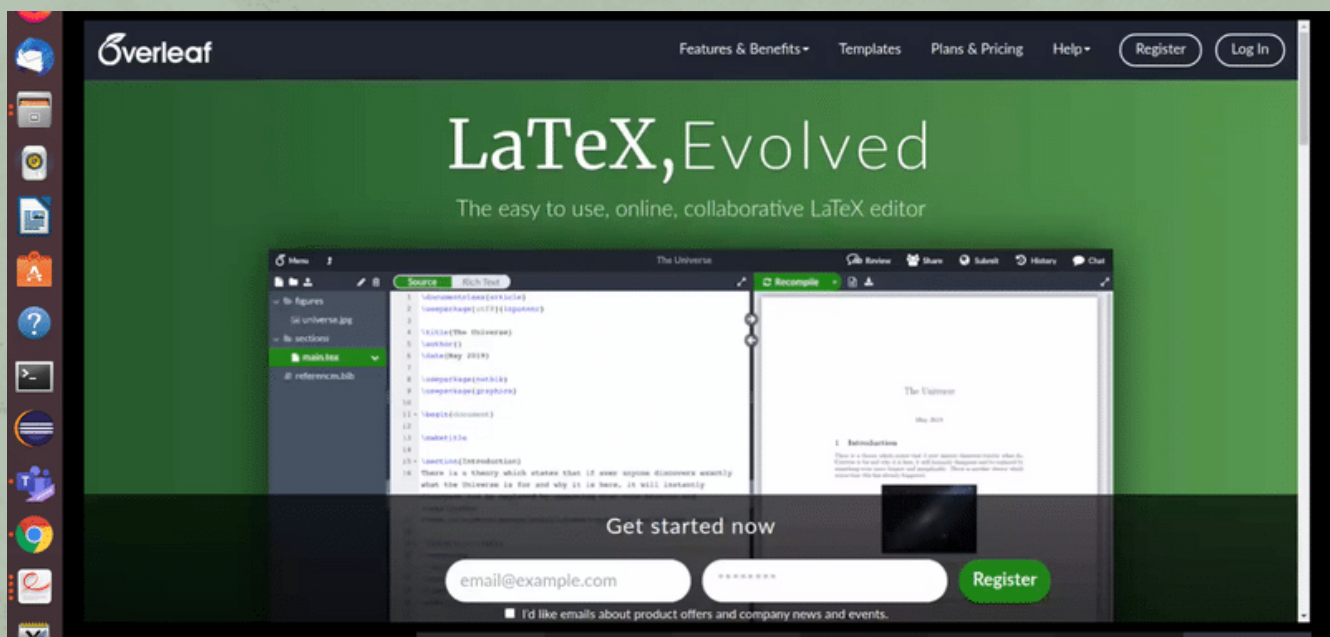
Pune Institute of Computer Technology.

Some Glimpses

*Expert and Guest Sessions
Organized for Students*



Two Days Workshop on Introduction to LaTeX



Two Days Workshop on Introduction to LaTeX

Pune Institute of Computer Technology. Some Glimpses

*IT Department Advisory Board Meeting
Organized on 30th October 2021*

01:14:41 Request control

SCTR's
Pune Institute of Computer Technology, Pune - 411043.
Department Of Information Technology

Agenda For DAB Meeting

- Higher Education
- Strengthening IT Alumni
- Industry Institute Partnership
- Course Outcomes-Program Outcomes, PSO mapping of SE syllabus TH and PR
- Extension Activities for students
- Bridging Curriculum Gap
- Improving quality of Academic performance

Dr. Anant Bagade Dr. A. M. Bagade 47

Participants

Type a name

- 33353_Manorama
- 43241_Mayur
- Ashwini Kulkarni On hold
- Deepali Londhe
- Director, Dr. P.T. Kulkarni
- Dr. Anant Bagade
- Dr. Emmanuel M

03:49:29

MS

Naman Buradkar SALUNKHE, Mahendra Shyam Deshmukh

Seema Chandak Priyanka Makkar Deepali Londhe

Jagdish Kamble Dr. Anant Bagade Manish Khodaskar

Meeting chat

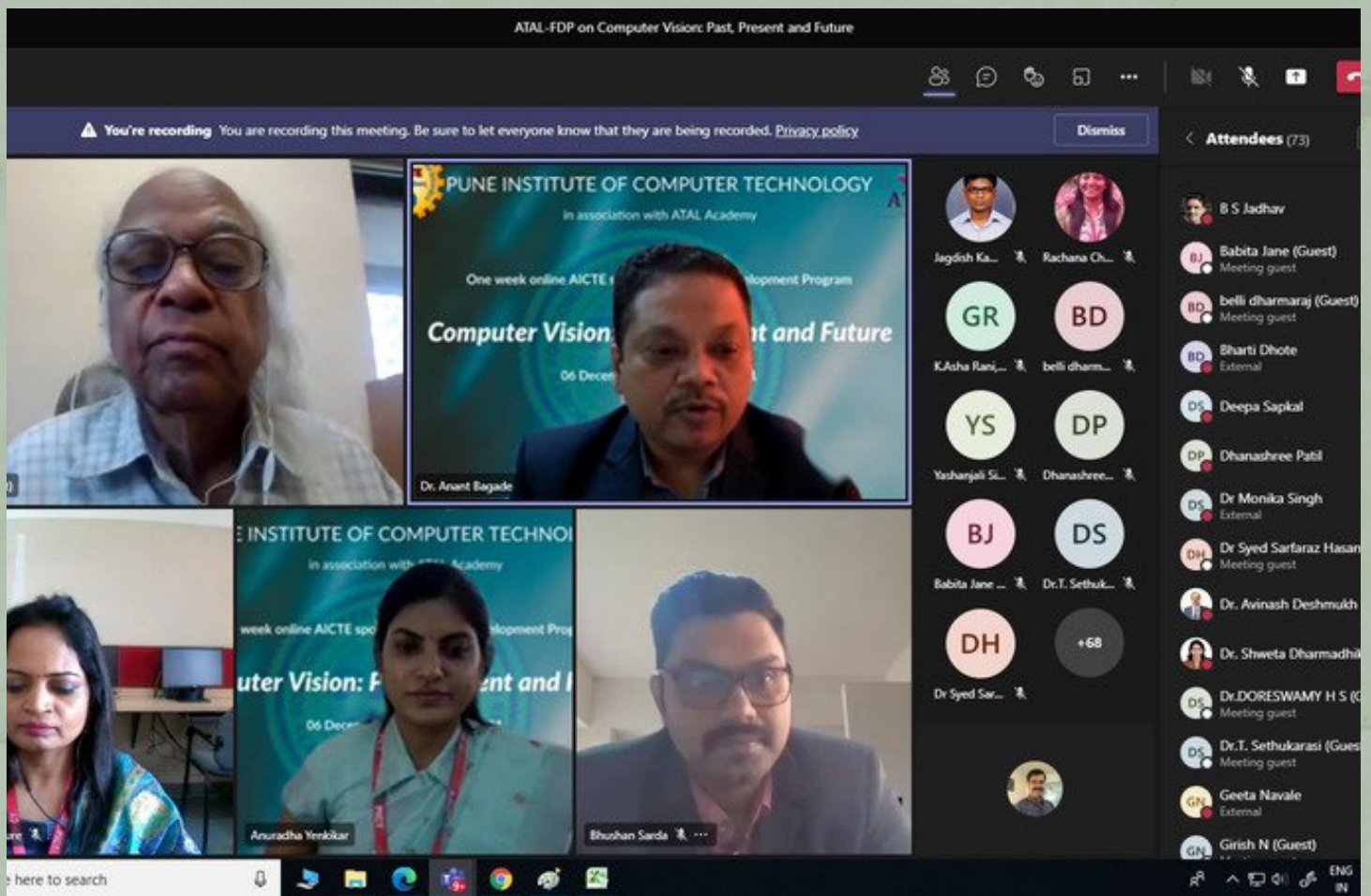
- Sachin Pande joined the meeting.
- Jagdish Kamble renamed the meeting to PICT's IT Department Advisory Board Meeting.
- Today
- Dr. Anant Bagade joined the meeting.
- 9:24 AM Meeting started
- SALUNKHE, Mahendra joined the meeting.
- Mahesh Nimje joined the

Type a new message

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
(ATAI) Academy

