NEWS-LETTER

Second Half 2020







Dr. Aparna Bannore
(HOD)
Department of
Computer Engineering

FROM THE HOD'S DESK

Department of Computer Engineering of SIES GST started in year 2002 offers undergraduate programme in Computer Science where students are exposed to concepts of computer engineering to motivate their humanities, innovation, creative and problem solving abilities, intellectual honest and professional ethics, and capacity for teamwork in interdisciplinary, national and international environment. The students are nurtured to become better professionals in their career.

DEPARTMENT NEWSLETTER



COMPUTER ENGINEERING DEPARTMENT SIES GRADUATE SCHOOL OF TECHNOLOGY, NERUL VOLUME 4 ISSUE 2

VISION

- To Impart quality education to meet the professional challenges in the area of Computer Engineering.
- To create an environment for research, innovation, professional and social development.
- To nurture lifelong learning skills for achieving professional growth.
- To strengthen the alumni and industrial interaction for overall development of students.

MISSION

To be a centre of Excellence in Computer Engineering to fulfill the rapidly growing needs of the Society.

DEPARTMENT NEWSLETTER



Program Educational Objectives (PEOs)

- Practice Computer engineering in core and mutidisciplinary domains.
- Exhibit leadership skills for professional growth.
- Pursue higher studies for career advancement.

Program Specific Outcomes (PSOs)

- To apply computational and logical skills to solve Computer engineering problems.
- To develop interdisciplinary skills and acquint with cutting edge technologies in software industries

FACULTY PROFILE

No	Name	Qualification	Designation	Area of Interest
1	Dr.Aparna Bannore	B.E(CSE) , M.E (CE), Ph. D*	Associate Professor	Cyber security and Signature security.
2	Dr. Rajesh Kadu	B.E, M.Tech (CE),Ph.D*	Associate Professor	Cognitive Radio Network Security
3	Dr. Rizwana Shaikh	B.E(I.T), M.E(CE), Ph.D	Associate Professor	Cloud Computing and Security
4	Dr. Deepti Reddy	B.Tech, M.E (CE), Ph.D	Associate Professor	Semantic web, Intelligent Tutoring System, Engineering Education, Educational Technology.
5	Mrs. Prachi Shahane	B.E(CSE) ,M.E (CE)	Assitant Professor	Artificial Intelligence, Internet Of Things
6	Mrs. Suvarna Chaure	B.E(CSE),M.E (CE), Ph.D*	Assitant Professor	Data Security
7	Mr. Sunil K Punjabi	B.E, M.E (CE)	Assitant Professor	Software Engineering
8	Mrs. Pranita Mahajan	B.E(CSE), M.E (CE)	Assistant Professor	Natural language processing, Machine Learning, Data Analytics.
9	Ms. Preeti Godbole	B.E, M.E (CE)	Assistant Professor	Mobile Communication

FACULTY PROFILE

No	Name	Qualification	Designation	Area of Interest	
10	Dr. Varsha Patil	B.E, M.E (CE),Ph.D*	Assitant Professor	Image Processing, Data Mining, Machine Learning, Natural Language Processing	
11	Ms. Ujwala Ravle	B.E, M.E (CE), Ph.D*	Assitant Professor	Network Security, Machine Learning	
12	Ms. Kalyani Pampattiwar	B.E. (CSE), M.E (CE), Ph.D*	Assistant Professor	Security, Data Mining	
13	Ms. Namrata Patel	B.E., M.E (CE), Ph.D*	Assistant Professor	Web Mining	
14	Ms. Kranti Bade	B.E.(IT), M.E(CSE)	Assistant Professor	Data Mining	
15	Ms.Pranjal Thakre	B.E, M.E (CE)	Assistant Professor	Programming	
16	Ms. Masooda Modak	B.Tech (IT), M.E (CE), Ph.D*	Assitant Professor	Learning Analytics, Data Mining, E- learning	
17	Ms. Anindita A Khade	B.E, M.E (CE), Ph.D*	Assitant Professor	Machine Learning, Data Analytics, Data Mining	

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NON TEACHING STAFF

<u>Sr.No</u>	Name	Roles
1	Mr. Srinivas B.	Lab-Attendent
2	Mr. Saikrishna J.	Network Administrator
3	Mr. Bhagyashal W.	Lab-Assistance
4	Mr. Sudhir P.	Lab-Assistance

CLASS STRENGTH

Year	Total Strength	Girls	Boys
SE	98	34	64
TE	107	38	69
BE	108	44	64

FACULTY ACHIEVEMENTS

PAPER PUBLICATIONS

- Dr. Rizwana Shaikh, published paper on "Smart Transportation using Fog Computing", in ICDSMLA, Dec 2020. She also published paper on "Prediction and preventive awareness of chronic kidney disease using machine learning algorithms", UGC Journal in Dec 2020.
- 2. Prof. Anindita A Khade, Published paper on "TEXT SUMMARIZATION FROM MULTIPLE DOCUMENTS", in international Research Journal of Engineering and Technology (IRJET), Volume: 07 Issue: 06, June 2020, e-ISSN: 2395-0056, June 2020.
- **3. Dr. Rajesh Kadu**, submitted paper on "Efficient Food quality monitoring using IOT" in the conference, in Nov 2020.
- 4. Prof. Masooda Modak, published paper on "Machine Learning based Learning Disability Detection using LMS", IEEE 5th International Conference on Computing Communication and Automation (ICCCA), Greater Noida, India, 2020, pp. 414-419, doi: 10.1109/ICCCA49541.2020.9250761. also Published paper on" Detection of Learning Disability: A Survey", in Dec 2020. And Published paper on "Smart Transportation using Fog Computing", in Dec 2020.

FACULTY ACHIEVEMENTS

RESEARCH PROPOSAL

1. Dr. Rizwana Shaikh, Dr. Rajesh Kadu, Prof. Suvarna Chaure, Prof. Sunil K Punjabi, Prof. Kalyani Pampattiwar, Prof. Masooda Modak, Prof. Ujwala ravle Submitted DST proposal on "Waste Management System for Societal benefit Using IoT and Machine Learning"

Student Development Program (SDP)

- 1. Department has arranged, "Technical paper reading session", on 04-11-2020 for TE and BE students.
- 2. Department has arranged, "Webinar on IoT" on 11-07-2020 for SE students.
- 3. Department has arranged, "Workshop on React JS", on 17-10-2020 for TE and BE students.
- 4. Department has arranged, "Workshop on Spring-Boot" on 24-10-2020 for TE and BE students.
- 5. Department has arranged," Workshop on Blockchain" on 31-10-2020 TE and BE students.
- 6. Department has arranged, "Inspect Element 1.0- Web development competition" on 26-11-2020 to 3-12-2020 for TE and BE students.
- 7. Department has arranged, "Web designing competition for TE-CE students" on 1-12-2020.

Faculty Development Program (FDP)

- Department has arranged Faculty Development Program on" Agile Methods and current trends" on 21st November 2020 by industry expert Mr. Krishna Bidwai, Senior manager Financial Services SAP ERP in CAPGEMINI.
- 2. Department has arranged Faculty Development Program on "Next Generation Technologies" on 5 th Dec 2020 by resource person Mr. Aniket Mhala Senior Director, Oracle.

- Dr. Rizwana Shaikh, attended International Conference on "Smart Innovations in Design, Environment, Management, Planning and Computing", In Nov 2020.
- 2. Dr. Rizwana Shaikh, attended QIP on "Recent Advancements in Software Development Practices, A`rtificial Intelligence and Communication Technologies: Digital India Perspectives, from 30 Nov 2020 to 4 Dec 2020.
- 3. Dr. Deepti Reddy, Attended "Faculty Development Program on Excel Dashboards", 4 Sep 2020.
- 4. Dr. Deepti Reddy, Attended QIP on "Recent Advancements in Software Development Practices, Artificial Intelligence and Communication Technologies: Digital India Perspectives, from 30 Nov 2020 to 4 Dec 2020.

- 5. Prof. Pranita Mahajan, Attended Short Term Training Programme on "Leveraging Artificial Intelligence and Data Analytics for Healthcare" sponsored by AICTE (under AQIS 2019-20) and organized by the Department of Information, 14-19 Dec 2020.
- 6. Prof. Prachi Shahane, Attended QIP on "Recent Advancements in software development practices, AI, Communication Technologies: Digital India perspectives", 30 Nov-4 Dec 2020.
- 7. Prof. Prachi Shahane , Attended ATAL FDP on "Design Thinking", 7-11 Dec 2020.
- 8. Prof. Suvarna Chaure, Attended QIP on "Recent Advancements in software development practices, AI, Communication Technologies: Digital India perspectives", 30 Nov-4 Dec 2020.

- 9. Prof. Suvarna Chaure, Attended "Pedagogy Workshop on How to teach Programming Basics, TEQIP-III KITE, PPCCLT" (IIT Bombay), 16 dec 2020-06 jan 2021.
- 10. Prof. Sunil K Punjabi, Attended QIP on "Recent Advancements in software development practices, AI, Communication Technologies: Digital India perspectives ", 30 Nov-4 Dec 2020.
- 11. Prof. Ujwala Ravale, Attended ATAL FDP on "Design Thinking",7-11 Dec 2020.
- 12. Prof. Ujwala Ravale, Attended QIP on "Recent Advancements in software development practices, AI, Communication Technologies: Digital India perspectives ", 30 Nov-4 Dec 2020.
- 13. Prof. Kalyani Pampattiwar, attended AICTE Sponsored QIP `on "Machine Learning Techniques", 21-25 Dec 2020.

14. Prof. Namrata Patel, attended AICTE Sponsored QIP 'on "Machine Learning Techniques", 21-25 Dec 2020.

STUDENT ACHIEVEMENTS

<u>Sr.No</u>	Name of the student	YEAR / SEM	ACHIEVEMENT (CURRICULAR, COCURRICULAR & EXTRA-CURRICULAR)
1	KV Ashish	BE CE	2nd runner up in ISTE Codathon
2	Ninad Chavan,Gokul G, Shubham T, Venkatesh M,Ashok C,Atharva S,Shambhavi S	ве се	Within Top 100 in Mumbai Region in TCS Codevita
3	Rahul Sawantdesai	BE CE	1st in MU in TCS Codevita
4	V.Karthikraj (TL) Tejas Shenoy Shardul Doke Yogesh Vishwanathan Shreyas Shridhar Shruti Kiran Tambe	BE CE	Participated in Smart India Hackathon 2020
5	Zainab Bubere Abubakkar Wasim	TE CE	Selected in Anveshna 2020-21
6	Aakriti Sharma Abhishekh Joshi Shabarish Ramaswamy Shlok Vivek	TE CE	Participated in Govthon conducted by NIC
7	Kaushik Shridhar Shinit Shetty Nandita N Pournima Pottekat	SE CE	Selected for Deep blue 2020-21
8	Sanjana Sharma Anandteertha Rao Varun Sreedhar Sreekrishna Veturi	TE CE	Selected for Deep blue 2020-21
9	Sai Amruta	BE CE	Bagged 6 months spring Internship at Morgan Stanle
10	V.karthikRaj and Vedant Balsubramaniyan	BE CE	Internship at NIC,Mantralaya,Mumbai.
11	Ashok Choudhary and Swapnil Shinde	BE CE	Qualified for regional level mentoring under IIC National Innovation Contest (NIC) 2020
	Newsletter 15 Dec 2020	Volume 4 Issu	e 2 Computer Department

INTERNSHIP & PLACEMENTS

INTERNSHIPS

Students are always proactively participating in the online and offline internship programs. College also provides internship opportunities through various student development programs on recent technologies. SE and TE students participate in such SDPs.

Internship is provided on Software Design Skills, Blockchain Technology, Network Security & Ethical Hacking, Advanced HTML and Web Technology, Data Science Using R, Advanced C Programming, Web Development Technologies, Modelling Robot Kinematics

Students have completed internship program from various government aw well as private organization like Cloud Counselage Pvt. Ltd., Smart bridge, DXC Technology, Denkali, LM UX Innovates, Indian Oil Corporation, KPMG.

INTERNSHIP & PLACEMENTS

PLACEMENTS

Computer department placement is consistently good. Students are placed in various esteemed companies. Their selection is through aptitude test, programming test, group discussion and technical interviews.

In this academic year 2020-2021, students are placed in companies like Reliance Jio, GEP, Amazon AwS, LTI, LTI Level 2, TCS Digital, MAQ, NewGen, Continuum, Xoriant, Nesit, IBM, Infosys, Ingram Micro, Convonix, Syntel, Vistaar, Tech Mahindra, TCS Ninja, SBI Life Insurance, Code Array, Protogemity, Addend, Wisdom Labs, Ufaber etc.

INTERNSHIP & PLACEMENTS

PLACEMENTS

Sr. No	Batch	Total strength	Eligible	Placed
SH 2020	Batch 2021 passout	108	105	60

STUDENT TOPPERS

S.E. - SECOND HALF 2020 (Semester III)

Overall Toppers

Sem	Rank	Name of the Student	Roll No	Percentage/CGPI	Percentage %	Sem
III	1 1	SRUTHISRI VENKATESWARAN	119A1088	700/775	90.32	III
III	1 7	DESHMUKH MINOTI MINAR	119A1018	698/775	90.06	III
III	3	SHINDE VARUN VILAS	119A1075	693/775	89.42	III
III	1 3	POTTEKAT POURNAMI BIJOY	119A1058	693/775	89.42	III

Subject Toppers

Sem	Rank	Name of the Student	Subject	Percentage/CGPI
III	1	MANGHI NIPUN SANJEEV	Engineering Mathematics - III	96
III	1	SRUTHISRI VENKATESWARAN		96
III	1	R S INDUJA	Discrete Structure	96
III	1	SINGH KOMAL RAJESHWAR PRASAD	& Graph Theory	96
III	1	NANDITA NANDAKUMAR		96
III	1	POTTEKAT POURNAMI BIJOY	Data Structures	96
III	1	PATIL ANIRUDDHA SHRIKANT		96
III	1	IYER JANANI KUMARAGURUBHARA	Digital Logic & Computer Architecture	98
III	1	ISWARI SANTOSH	Computer Graphics	94

STUDENT TOPPERS

T. E. - SECOND HALF 2020 (Semester V)

Overall Toppers

Sem	Rank	Name of the Student	Roll No	Percentage/CGPI	Pointer
V	1	AKASHSAI RAJARAM	118A1005	691/750	92.13
V	2	CHOUDHARY DINESH SAKHARAM	118A1019	679/750	90.53
V	3	MURLI SHARAN VIJAYALAKSHMI	117A1073	676/750	90.13
V	3	SHREYA MUKHERJEE	118A1083	676/750	90.13

SUBJECT TOPPERS

Sem	Rank	Name of the Student	Subject	Percentage/ CGPI
V	1	SANGEETH ARUN	Microprocessor	93
V	1	KULKARNI SANKET UDAY		95
V	1	AKASHSAI RAJARAM	Database management	95
V	1	SHLOK VIVEK NAIK	System	95
V	1	NAYAK GAYATRI SHARAD		95
V	1	BUBERE ZAINAB MUHAMMED ARIF	Computer Network	93
V	1	AKASHSAI RAJARAM	Theory of Computer Science	96
V	1	KONAR SUHASINI ARUMUGAM	Computer graphics	88
V	1	AKASHSAI RAJARAM	Advance algorithm	95
V	1	MURLI SHARAN VIJAYALAKSHMI	Advance algorithm	95
V	1	GAIKWAD VAISHNAVI SHRIKANT		92
V	1	MODI PARTH BHARAT		92
V	1	BUBERE ZAINAB MUHAMMED ARIF	Multimedia System design	92
V	1	SANGEETH ARUN		92 t

STUDENT TOPPERS



B.E.-SECOND HALF 2020 (Semester VII)

Overall Toppers

Sem	Rank	Name of the Student	Roll No	Percentage/CGPI	Pointer	Sem
VII	1	Khushi Kapoor	117A1029	694/750	92.53	VII
VII	2	Aditya Parthasarathy	117A1001	689/750	91.87	VII
VII	3	Kale Riya	117A1028	684/750	91.20	VII

SUBJECT TOPPERS

Sem	Rank	Name of the Student	Subject	Percentage /CGPI
VII	1	ADITYA PARTHASARATHY	Digital Cignal 0 Image	90
VII	1	KAPOOR KHUSHI SURENDRANATH	Digital Signal & Image Processing	90
VII	1	KALE RIYA RAJAN	Mobile Communication & Computing	95
VII	1	KALE RIYA RAJAN		96
VII	1	AJAGEKAR PRANAV UTTAM	Artificial Intelligence & Soft	96
VII	1	VEDANT BALASUBRAMANIAM	Computing	96
VII	1	CHAVAN NINAD VIKRANT	Big Data & Analytics	98
VII	1	OMKAR KRISHNAPURKAR	Project Lifecycle Management	88
VII	1	VENKATA AAYULARI	Management Information System	91
VII	1	ANUSHREE LOTHA	Operational Research	98

ARTICLE

Student Article

VR Is A Technological Boon!

Editor: Ananyaa Sridhar-SE-CE

Virtual reality (VR) is a technological tool that is used to create realistic sounds, sensations, and images to give the user a feeling of realistic presence in a virtual environment. Three- dimensional videos are a part of this technological tool. VR is becoming increasingly popular, especially in the gaming industry, and its practical uses are being tested to see whether it can be used productively in sectors such as healthcare and education.

What is not possible in reality is possible in VR – Feel it to know it. The ability to present practical knowledge to the classroom without actually leaving it makes the educational experience invaluable.

VR and gamification take motivation and engagement to the next level. Games and simulations motivate students to self-learn and concentrate better. It all sums up to this, "The world of reality has its limits; the world of imagination is boundless," said Jean-Jacques Rousseau, speaking in the 18th century. VR is very much here to get the virtual world into the real world.

There is no point in hiding the fact that gaming is probably the first thing the average person associates with the future of virtual reality. And it's not surprising, because the market size of the VR gaming industry is growing at a fast pace.

At times, the ideas realized in the gaming sector with virtual reality are much more captivating with their fantasy and progress than those in other areas. It is because of this that experts see potential in the gaming industry for VR, perhaps in the first place. Similarly, medicine, and especially emergency medicine, is not an environment where there is room for mistakes. Once they are put into a lifelike VR scenario, medical personnel can master all the needed skills and train every procedure with a realistic simulation of every emergency event from CPR to lumbar punctures.

ARTICLE



Student Article

Medical training isn't the only place where virtual reality technology is high. Mental treatment and disease awareness are also important aspects of VR in Healthcare.

As everything has its pros and cons, it has been observed that there are multiple harmful effects of VR on individuals and society. VR has multiple concerns related to health, safety, privacy, and long-term usage impact even in its infancy stage. However, advanced knowledge may also help us reduce or eliminate some of the negative impacts of VR.

It wouldn't be wrong to conclude that even though VR has its cons (VR) technologies bring in a host of new opportunities into so many sectors especially teaching and learning. The millennial generation today is comfortable with learning online, doing research on the web or relying on instructional videos and tutorials on YouTube, or opting for distance learning, over video conferencing. Virtual Reality is next!

EDITORIAL BOARD



Prof. Reshma R Koli

Editorial Board:

- Dr. Aparna Bannore [HoD]
- Mrs. Reshma Koli
- Students Members: Mst.Ganeshraman Pillai

Editorial board is glad to release the current issue of our Department Newsletter December 2020. We appreciate the efforts taken by the editorial board in compiling useful information & activities by department. The contribution and dedication of faculty members, students is continuously helping the newsletter in stepwise manner for achieving new milestone.

Newsletter divulge that the department is trying hard to achieve various dimensions such as academic, co-curricular and extra co-curricular activities.