

ISHIKA JOSHI

Indore, India 452005 | +91 9009477912 | ishikajoshi1220@gmail.com

 github.com/24ishika

 [linkedin.com/in/ishika-joshi-855a2a243/](https://www.linkedin.com/in/ishika-joshi-855a2a243/)

 <https://24ishika.github.io/portfolio/>

SUMMARY

I am a **final-year Computer Science Engineering student at Medi-Caps University** with passion for **Software Development**, with hands-on experience in Unity and cloud technologies.

SKILLS

- **Programming languages:** Python(Basic), C++, C.
- **Version Controls and Tools :** Git, GitHub.
- **Databases:** MySQL , Firebase.
- **Cloud Technologies:** Google Cloud Platform (Basic), AWS (Basic).
- **Development Tools :** Unity 3D , Unreal.
- **AI/ML & Data Analysis:** Pandas, NumPy, Matplotlib, OpenCV, Tensorflow, Scikit-learn, Deep Learnin, NLP.
- **Soft Skills :** Communication, Teamwork, Problem-Solving, Time Management, Adaptability.

EDUCATION

- B.Tech CSE | Medi-caps University *CGPA: 7.87 | up to 6th sem | 2021-25*
- PCM+IP (10+2) | Chameli Devi Public School *Percentage: 70% | 67% | 2019-21*

EXPERIENCE

- Earned Google Cloud Certifications & completed 500+ hands-on Qwiklabs labs in [Google Cloud Skill Boost](#) GCP.
- Developed a Python-based solution in a hackathon (kriyeta2.0) at acropolis college, competing against 100+ teams.
- Volunteered at GDG Indore Dev-Fest 2024 .

INTERNSHIP EXPERIENCE

Unity 2D Game Developer Intern – [WollyBee LLP](#) (June 2024 – Sept 2024)

- Developed **10+ interactive 2D games** in Unity for kids' learning, enhancing engagement by **30%**.
- Implemented **LeanTween animations & optimized UI/UX**, improving game fluidity.
- Collaborated with a team of designers & developers, ensuring **smooth gameplay mechanics**.

ACADEMIC PROJECTS

- **Project 1 - Mini Project - Kids Clothing E-commerce Website .**
Developed a responsive e-commerce website featuring an intuitive interface for browsing and purchasing kids' clothing. Integrated a shopping cart, product filtering, and secure checkout system .
- **Project 2 - Minor Project - Mental Health Detection System .**
Built an AI-powered system using natural language processing (NLP) to analyze and detect symptoms of depression and anxiety.
- **Project 3 - Internship Project - Kids Learning 2D Games .**
Designed and developed interactive 2D games in Unity aimed at enhancing children's learning experiences through engaging themes and animations. Optimized for mobile platforms .

POSITION OF RESPONSIBILITY

- **Digital Media Team Member** – Assisted in organizing and promoting the **2nd IEEE International Conference on Computer, Communication, and Control (IC4-2024)** at Medi-Caps University .
- **Event Coordinator** – Contributed to the smooth operation of the **IEEE Tech Event "Campus Combat"** Chess Tournament, managing player activities and supporting event logistics.

ACHIEVEMENTS

- Awarded 2nd Position at Nakshatra(Digital art competition) Conducted by MU-GDSC Club . [Link .](#)

CERTIFICATION

- Internship Certification (WollyBee LLP Organization , 15th June, 2024 to 21 September, 2024) [Link .](#)
- Other Certification [Link .](#)