# ARITRA RAY

C O M P U T E R S C I E N C E ENGINEER

### **Contact Details**

### Phone

+91-8240927826

### **Email**

aritra.ray98@gmail.com

### Linkedin

### **LinkedIn Profile** Location

Current Address - Baner, Pune

Permanent Address - New Garia, Kolkata

### **Education**

### B. E. (CSE) (2017-2023)

Kammavari Sangha Institute of Technology

### Class - XII (2017)

Future Campus School (CBSE)

### Class - X (2015)

B. D. M. International School (CBSE)

### Certification

- · Certificate of Appreciation for winning the Best Paper award in the "National Conference on Recent Innovations in Engineering 2022".
- 2022" Certificate of Participation in "Code Innovation Series Organized by Github and Incubateind (2021)".

### **Technical Skills**

### **Programming Languages**

- Java
- HTMI
- CSS JavaScript

## **Database Management**

- phpmyadmin
- MySQL

### **Tools**

- · MS Visual Studio
- Unity BlueJ
- CodeBlocks

### **Operating System**

Windows

### **Soft Skills**

- · Interpersonal Skills
- Teamwork
- Resilience
- Flexibility

### **Profile**

Computer science graduate seeking hands-on experience with a professional team and ready to apply knowledge and talents to software development. Strong knowledge of Java. Ready to make a significant contribution to any team.

### **Projects**

### Chrome Extension for Drop-Down Code Editor | Web Development

Apr 2022

- · Editor in the form of an extension.
- Jun 2022 Can be used for **50%** of the **python codes**.
  - Users can compile their code without having to open any external IDEs or websites.
  - Time efficient and easy access.
  - Web based project developed to explore the sides of extensions other than to just build normal websites.
  - Tools: HTML, CSS/Bootstrap, JavaScript, manifest.json(file), VS Code.

### 3D City | Graphics

- Sept 2021 Based on OpenGL.
- Oct 2021 Graphical representation of a city with tall buildings and cars.
  - · Cars are animated to move around.
  - The whole scene can be rotated using animation.
  - This project was developed to build the idea of how graphical representation works and as well as how animation works through openGL.
  - Tools: OpenGL, C++, Codeblocks.

### Library Management System | Database Management

Dec 2020

- Database management for a library.
- Jan 2021 • Features include adding of books, searching, viewing and issuing them.
  - · Not returning the issued book on time could result in a fine and cant be processesed without fulfilling the necessary.
  - Additionally **admins panel** is also available.
  - This project was developed with an idea in mind of managing books without any hassle and keeping track of oncoming and ongoing books.
  - Tools: HTML, CSS/Bootstrap, PHP, JS, VS Code, phpMyAdmin.

### Extra Curriculum

### Run | Game Developement

Jan 2022

• A game similar to the endless dino run game.

(1 Week)

- · Player can play this game by controlling the game player and avoid obstacles, its
- The idea was to understand how game engine works and how Unity uses C# to build a simulation and entity or object creation.
- · Tools: Unity, C#, Visual Studio.

### A Joke | Game Developement

Sept 2023

• Themed on the famous joke "Why did the chicken cross the road?".

(3 Week)

- Player can play this game by controlling the chicken and make it cross the busy road.
- · The idea behind this development is to learn about how to use textures, animation, level design, lighting and further enhance the knowledge on game development.
- Tools: Unity, C#, Visual Studio.

### Language

