ARUNAV SAHA

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http://arunav.netlify.app

EXPERIENCES

Autonomous Vehicle Researcher — Memorial University   **May 2023 - Dec 2023**
- Conducted simulations to enhance edge computing efficiency in Autonomous Vehicles
- Used TensorFlow, Carla Simulator, Unreal Engine

Coding Instructor — Memorial Engineering Outreach   **June 2023 - August 2024**
- Provided coding lessons for young people, grades 1 - 12 (Python, Java, Arduino)
- Conducted cybersecurity and privacy management sessions

AI Policy Researcher — Memorial Governance Secretariat   **January 2023 - June 2023**
- Conducted research on the impact of generational AI on academic plagiarism
- Submitted a report and proposed countermeasures for University Policy

Resident Assistant — Memorial University Residences   **May 2022 - Present**
- Best RA award 2022, 2023
- Skills: Leadership, communication, conflict management, first aid

Professional Photographer — Memorial University   **November 2021 - August 2023**
- Engaged in digital marketing, event coverage, portrait, and architectural photography
- Collaborated with the residence marketing department to create promotional materials

EDUCATION

Bachelor of Computer Science, Memorial University   **June 2021 - Present**
- Received a 100% International Undergraduate Entrance Scholarship
- Maintaining an 82% average
- Expected graduation - December 2025

TECH SKILLS

Programming Languages: Python, Java, C++, JavaScript, C, C#

Web Development: HTML, CSS, Astro, Node.js, React, Flutter

Other: Arduino, TinkerCad, Unreal Engine, Unity VR, Linux, Luminar AI, Pandas, Jupyter, Pygame

PROJECTS

Portfolio Website: http://arunav.netlify.app
- Designed and developed a personal portfolio website to showcase projects, skills, and achievements
- Implemented using HTML, CSS, and JavaScript (Node.js and React framework) for a responsive and interactive user experience
- Integrated multiple APIs to dynamically import information for enhanced content and interactivity

Ninja Adventures (C++ with SFML/ImGui) - 2D Platformer
- Core Features:
  - Main menu, overworld map, and dynamic in-game elements
  - Notable mechanics: Multiple abilities, swappable weapons, and AI-driven NPCs
  - Comprehensive UI, parallax for depth, and dynamic game progression

VR Simulation (Unity Engine, SteamVR, Oculus)
- Virtual Reality project designing a scenario with an event chain
- Contributed to world-building, asset generation, and implemented minor functionalities
- Due to NDA constraints, specific details cannot be disclosed