

AKSHOBHYA SHUKLA

 [Phone](#)  [E-Mail](#)  [Linkedin](#)  [Github](#)  [Portfolio](#)

About

I am an undergrad, eager to hone my skills and build upon myself by inculcating knowledge from industry experts and professionals which would be fruitful for my professional journey up ahead. I am a fast learner and do not shy away from initiatives and commitments.

Education

Pandit Deendayal Energy University

2021 – 2025

Bachelor of Engineering in Information And Communication Technology

9.74 CGPA

Bright Day School

2006 – 2020

High School Diploma

94.20%

Experience

Divyaroshni Foundation

June 2022

Intern *Vadodara, Gujarat*

- Helped in daily routine processes of the foundation, taught underprivileged children, provided them meals, participated in donations, etc. throughout the course of internship.

Projects

Ramp Mayhem | [Play Store Link](#)

- Developed Ramp Mayhem, a 3-D unity based android game.
- Published under my studio, Gatsby Game Studios.
- Built using Unity 3D and C# over a span of 1.5 - 2 months.

Tic Tac Toe | [Github](#) | [Link](#)

- Used HTML, CSS and JS to realize.
- Developed logic for v/s Computer-AI opponent.

Durdle - A Wordle clone | [Github](#) | [Link](#)

- Emulated Wordle-NY Times' popular word game, using HTML, CSS and JS.

Python Paper Scissor | [Github](#)

- Created a Rock, Paper, Pencil, Scissor game with the twist that your opponent is AI.
- Used Tensorflow Image detection library for image recognition.
- Used custom-tkinter for UI designing in Python.

Red Chase

- Red Chase is a practice game project of mine, a 2-D unity platformer.

Save Ducky

- Save Ducky, my first unity game project, inspired by a classic game called flappy bird.

Aryabhata Microprocessor

- Aryabhata is a 16-bit microprocessor designed to perform basic micro-operations and tasks.
- Developed using Logisim Evolution software.

Technical Skills

Programming Languages: C++, Java, Python, C, C#, HTML/CSS, JavaScript, SQL, MATLAB, Verilog-HDL

Developer Tools: VS Code, Eclipse, Unity, MATLAB-Simulink, GitHub, Jupyter, VS C++, Wireshark, Proteus, Ansys, Arduino, Docker

Platforms/Technologies: AWS, Google Colab, MongoDB, MySQL, Tensorflow, scikit-learn, Atmel AVR architecture

Leadership / Extracurricular

Video-Graphics Association-VGA

PDEU

Creative Head

July, 2023 - May, 2024

- Handled and envisaged events of the club, including short-films, etc.
- Directed three shorts-films on varied topics, and falling in different genre.