

AKSHOBHYA SHUKLA

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🌐 [Linkedin](#)

🐙 [Github](#)

👤 [Portfolio](#)

Education

Pandit Deendayal Energy University

2021 – 2025

Bachelor of Technology in Information And Communication Technology

9.77 CGPA

Bright Day School

2006 – 2020

High School

90.20%

Experience

Novus Ark

June 2024 – July 2024

Game Developer Intern

Vadodara, Gujarat

- Successfully completed three game development projects throughout the course of the internship.
- Used Unity 3D as the primary software for game development, and Microsoft Visual Studio for C# programming.
- Used Microsoft PowerPoint Presentation, Blender, Adobe Illustrator and Adobe Photoshop to create and design game assets.

Projects

Smart Dashcam | 🐙 [Github](#)

- Developed a smart dashcam system which uses various sensors and CNN to detect collisions, and contacts emergency contact based on the severity of the accident.
- Used a custom architecture of ResNet18, implementing (2+1)D Spatiotemporal convolution in the convolutional layers
- Sensors and modules Used: Neo-6M GPS module, SIM 800A GSM module, VL53L0X LIDAR sensor, Collision Detection Switch

Task Manager | 🐙 [Github](#) | 🌐 [Link](#)

- Created a Task Manager for managing To-dos
- Used ReactJS for front-end,
- Express for API creation,
- NodeJS for Server side support, and;
- MongoDB as database.

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 `ssd_mobilenet_v2` model for transfer learning
- Used custom-tkinter for UI designing in Python.

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.
- Used APIs for word selection and validation of user inputs.

Technical Skills

Programming Languages: C++, Java, Python, C, C#, HTML, CSS, JavaScript, TypeScript, MySQL, Verilog-HDL

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

Platforms/Technologies/Frameworks/Architecture/Libraries: AWS, Google Colab, MongoDB, SQL, Tensorflow, scikit-learn, Docker, Atmel AVR architecture, Arduino, RaspberryPi, Hadoop, Spark, React

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.