

AKSHOBHYA SHUKLA

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

Education

Pandit Deendayal Energy University <i>Bachelor of Technology in Information And Communication Technology</i>	2021 – 2025 <i>9.77 CGPA</i>
Bright Day School <i>High School</i>	2006 – 2020 <i>90.20%</i>

Experience

Novus Ark <i>Game Developer Intern</i>	June 2024 – July 2024 <i>Vadodara, Gujarat</i>
<ul style="list-style-type: none">• 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

Todo List | [GitHub](#) | [Link](#)

- Created a real-time Todo list with data retention.
- Used ReactJS for front-end,
- Express for API creation,
- NodeJS for Server side support, and;
- MongoDB as a 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.