

Alisha Ahmed

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EXPERIENCE

CORKBRICK EUROPE | UNITY DEVELOPER INTERN

MAR 2022 – PRESENT | REMOTE

- Working on the alpha version of the game Corkbrick, which aims to give user a creative and fun way to learn and build.
- Working on the code optimization and construction system as part of the technical team.

MAKE ME BUILDER | 3D MODELING INTERN

AUG 2021 – OCT 2021 | REMOTE

- Worked on both Group and Individual projects for creating Commercial and Residential Architectural 3D Models using SketchUp, Home Styler and 3DS Max.
- Designed and Rendered Floor Maps, 2D and 3D models and animated Walkthroughs for different dimensions.
- In group, made research on best modelling software with compatibility check and in-depth 3D Modeling aspects.

SPARKS FOUNDATION | WEB DEVELOPMENT INTERN

JUL 2021 – AUG 2021 | REMOTE

- Developed a website using HTML, CSS, JavaScript and PHP.
- Integrated online Payment using Razor Pay for the theme chosen as a website for Donation during Pandemic.
- Deployed it on GitHub with complete UI and integration which sends a receipt to the donor's mail ID after the successful transaction is done.

PROJECTS

TRAINING JUNIOR DOCTORS USING VR | VIRTUAL REALITY

AUG 2021 – PRESENT

- Developing an immersive Virtual Reality simulation of a medical surgery room for enhancing the training system in medical education.
- Deploying on Oculus Quest 2 and designed using Unity 3D.
- Includes immersion, interactivity and interesting methodology for users to get trained in a surgery room.

HELPING SOUL | WEB DEVELOPMENT

JUL 2021 – JUL 2021

- Built and deployed a website as a part of web development internship which included skills as HTML, CSS, JavaScript, PHP and Razor Pay for payment integration and GitHub for Deployment.

PORTFOLIO | WEB DEVELOPMENT

AUG 2021 – AUG 2021

- Built a Portfolio website showcasing education, projects done, work experience and skills possessed in an eye-catching UI.
- Complete Responsive website built using Pure HTML, CSS, and JS, suitable for devices with different screen dimensions.

THE VR ROOM | VIRTUAL REALITY

JAN 2022 – JAN 2022

- An immersive cool virtual space designed using Unity 3D and deployed on OCULUS QUEST 2 using the oculus integration.
- The space basically had a study room followed by space reaching to the bedroom.

RESIDENTIAL WALKTHROUGHS | 3D MODELING

AUG 2021 – SEPT 2021 – PRESENT

- Designed 2D and 3D models using Home Styler, SketchUp, and 3DS Max based on the assigned location and dimensions.
- Rendered HQ images and animated Walkthroughs for residential apartments.

EDUCATION

NITTE MEENAKSHI INSTITUTE OF TECHNOLOGY

BACHELOR OF ENGINEERING IN COMPUTER SCIENCE

2019 – 2022 | BANGALORE, IN

RAMAIAH POLYTECHNIC

DIPLOMA IN COMPUTER SCIENCE

2016 – 2019 | BANGALORE, IN


CERTIFICATIONS

- Introduction to Internet of Things – NPTEL (IIT Kharagpur)
- Introduction to Industry 4.0 and Internet of Things – NPTEL (IIT Kharagpur)
- C & C++ programming at Aptech EduTech
- HTML, CSS and Web Design at Aptech Edu-tech
- Introduction to Virtual Reality – Coursera
- 3D Models for Virtual Reality – Coursera
- Making your First Virtual Reality Game – Coursera
- Getting Started with Python – Coursera

SKILLS

- | | | |
|-------------|----------|-----------------|
| • UNITY 3D | • GIT | • UNREAL ENGINE |
| • C# | • C | • HTML 5 |
| • BLENDER | • C++ | • CSS 3 |
| • SKETCH UP | • JAVA | • JAVASCRIPT |
| • 3DS MAX | • PYTHON | • FRONT-END |

LINKS

-  <https://alisha-ahmed.github.io/Alisha-Ahmed-Portfolio/>
-  www.linkedin.com/in/alisha-ahmed-0786/
-  www.hackerrank.com/alishaahmed2000