

Arghya Ghosh

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Guru Nanak Institute of Technology | B.Tech CSE | CGPA: 8.36

SUMMARY:

Enthusiastic fresher with solid foundational knowledge in C# and other programming languages, eager to apply coding skills and learn in a dynamic development environment.

SKILLS:

PROGRAMMING LANGUAGES: java , python, C#

TOOLS /PLATFORMS: JupyterNotebook , Unity

DATABASE: Mysql

LIBRARIES: TensorFlow , Matplotlib

FRONTEND: Html, Css, Bootstrap , Javascript, React js , Node js

EXPERIENCE:

Currently interning as a beginner game developer at Eframe Infomedia Pvt. Ltd, gaining hands-on experience in C# within the Unity engine. Working on creating interactive game features and environments while learning game mechanics and optimisation techniques. Collaborating with the team to implement gameplay elements and enhance user experience.

PROJECTS:

Snake Game (C#):

I developed a Snake Game using C# in a Windows Forms application, where players control a growing snake to eat food while avoiding collisions. The game updates via a timer, rendering the snake and food in a PictureBox, with a "Game over!" message on collision.

Geospatial Satellite Image Object Detection:

Developed a geospatial image object detection system using TensorFlow and Keras to identify satellite features, with data processing in Pandas and visualization in Matplotlib. Deployed via a Flask-based web interface and tested interactively in Jupyter Notebook.

Portfolio Site:

Developed a responsive portfolio website using HTML, Tailwind CSS, Bootstrap, React.js, Node.js, and MySQL. Integrated a dynamic backend for project showcase and contact management. Ensured optimal performance and user experience across devices.

LANGUAGES:

English(Read,Write,Speake)

Hindi(Speake),

Bengali(Read,Write,Speake),

SOFTSKILLS: Punctuality Time Management, Team Work, Problem Solvingl