

# ARVIND KUMAR SAHU

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## SKILLS

- Flutter development | HTML | CSS | JavaScript | Machine Learning CV | Data Analysis | Nodejs | UX Development .
- Augmented Reality | Virtual Reality | WebAR | 3-Js | Game Development | Unity Development | Blender | Animation.

## Programming Languages

- Java | C programming with DSA | JAVA with DSA | Python | C# Development for Unity .

## PROFESSIONAL EXPERIENCE (Achievement's)

- Flutter Developer at Codegres ( 4 Months)**  
My Role is to Develop Flutter Application with Authentication, Full Stack, Link the Backend with the Frontend and Enhance the UX.
- Game Developer at Codegres( 8 Month Remote).**  
My role in Codegres as a Game Development is to Designing, coding, and testing core game mechanics, levels, and player interactions, ensuring smooth and immersive game play ([Demo](#)).
- Full Time Intern at ONGC for 1 month (@ONGC Vadodara Campus)**  
In Data Base , Virtual Tour of ONGC through Game Mode , ([Certificate](#)) .
- FICCI BAF AWARD 2025 (Winner in XR Category)**  
Mahakumbh in Virtual Reality and Mechanical Lab Ar ([Demo](#)).
- Infosys Global Hackathon 2025 (2<sup>nd</sup> Runners Up)**  
Lead the team in the Title : Skill Bridge Adaptive Learning Platform ([Demo](#))
- IEEE SSH-2024 HACKATHON (Runners Up)**  
Lead the team in the problem statement : Emerging teach AR VR in Real State Business [IEEE-HACK](#) .
- IEEE STUDENT CHAPTER PROTOTYPE SHOWCASE EXPO-2024 [IEEE PROTO](#).**

## PROJECTS

### Software Development

- Exlity Application** for a Organization : Job seeker Application (Currently Working).
- For the Tourism in **India Bharat Bhraman** ([Demo](#))  
Developed an Application with Web3 Technologies like Web Xr, Tailwind CSS, JavaScript, 3JS , AR and VR .
- Skill Bridge Adaptive Learning Platform** : ([Demo](#))  
SkillBridge is a multi-role web platform for students, experts, certifiers, and job providers.
- Club Multimedia Website** : developed using react 3js mongodb node js [www.clubmultimedia.in](http://www.clubmultimedia.in)
- SATTVA** : An Therapy Application for College Student ([Link](#))

### AR/VR and GameDevelopment

- PARAKRAM Game** : A 2D Tackler Game ([Demo](#))
- Shuruka Boxing Game**: ([Demo](#))  
First Person Boxing Game with real time simulation, with real characters .
- Traffic Sens** Project for Learning Driving and the Traffic rules ([Demo](#)).
- AR/VR in Training and Educational Purpose([Demo](#))
- AR/VR Virtual Garden** with Real time AI Assistance (selected for best prototype in IEEE STUDENT Innovation).
- AR/VR Real Estate** Project with Real Time customization .

## EDUCATION

- |   |                        |
|---|------------------------|
| Bachelors Of Technology in Computer Science and Engineering | (2022-2026)            |
| <b>NIST University, Berhampur Odisha</b> (761008)           | CGPA:: 8.3 (2020-2022) |
| INTERMEDIATE (CBSE)   | (2020-2022)            |
| TATA DAV SCHOOL SIJUA, DHANBAD JHARKHAND                    | PERCENTAGE::78%        |

## CERTIFICATION

- AR/VR from IIT ROORKE, Divya Sampark MetaVerse Creation program -> .
- Infosys Global [certification->](#)
- Game Development from IIT Roorkee -> .
- UI / UX from Google UX designing -> .
- Object Oriented Programming in java from IIT KHARAGPUR ,NPTEL -> .

## PERSONAL SKILLS

- Having Leadership Qualities(President of NIST UNIVERSITY: Technical Club Multimedia) , ability to take initiative to solve problems
- Ability to work under pressure, and working independently.