

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 HAcathon 2025 (2nd 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

- Exility 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
- 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 Trainning 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

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