

# Ojasva Chaarag

Undergraduate

School of Engineering and Applied Sciences

Bennett University, Greater Noida

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## Educational Background

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Year	Qualification	Institution
2020 - Present	B. Tech	Bennett University, Greater Noida
2020	XII (CBSE)	Army Public School, Ahmedabad Cantt.
2018	X (CBSE)	Army Public School, Tibri Cantt.

## Co-Scholastic Achievements

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- Participated in 46 Model United Nations Conferences, Securing 32 Podium Finishes
  - 6 Times Best Delegate (1<sup>st</sup> Position)
  - 23 Times High Commendation (2<sup>nd</sup> Position)
  - 3 Times Special Mention (3<sup>rd</sup> Position)
  - 5 Times Been Appointed the Chairperson of Committee
- Participated in 5 large scale inter-school debating competitions
  - 3<sup>rd</sup> Position in Cluster Level APS English Debate 2017 (Class Xth)
  - 1<sup>st</sup> Position in Cluster Level APS English Debate 2019 (Class XIth)
  - 3<sup>rd</sup> Position in Command Level APS English Debate 2019 (Class XIth)
  - 2<sup>nd</sup> Position in Cluster Level APS English Debate 2020 (Class XIIth)
  - Best Interjector in Divine Fest 2020 (Class XIIth)
- Represented School in District Level basketball 2018 (Class Xth)

## Course Projects

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- **Arcade-o-Matic** | Dr. Vijaypal Singh Rathore & Dr. Shashidhar | Computational Thinking and Programming [Sept '20 – Jan '21]
- **Immuno-care** | Dr. Mohit Sajwan | Object Oriented Programming Using Java [Apr '21 – July '21]
- **Stonewall** | Dr. Sonal Kukreja | Design Thinking and Innovation [Aug '21 – Nov '21]
- **FPS Shooter** | Dr. Vishal Srivastava | Graphics and Visual Computing [Aug '21 – Nov '21]
- **KOR** | Dr. Gazala | Artificial Intelligence and Machine Learning [Sep '22 – Nov '22]

## Personal Projects

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- **Paneity/PanDeity** | Working Prototype for a new programming language with working compiler [Sep '22 – Nov '22]

- **Caesar** | Discord Moderation and Gaming bot based in Python [Dec '20 – Feb '21]
- **Unnamed FPS Shooter** | Practice in making an FPS game using Unity Store assets and self-made scripts [Aug '21 – Oct '21]
- **Ages of Frustration** | A proof of concept game to show real-time use of AI Models in Unity games, using Barracuda and ONNX [Aug '22 - Present]

## Key Courses Undertaken

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- Computational Thinking and Programming (**Python**)
- Foundations of **Entrepreneurship**
- Object Oriented Programming Using **Java**
- **Design Thinking and Innovation**
- **Microprocessors and Computer Architecture**
- Data Structures and Algorithms (**C++**)
- **Graphics and Visual Computing (C#)**
- **Software Engineering**
- Design and Analysis of **Algorithms**
- **Ethics for Engineers, Patents, Copyrights and IPR**
- **Operating Systems**
- **Game Engine and Architecture**
- **Artificial Intelligence and Machine Learning**
- **Automata Theory and Computability**
- **High Performance Computing**
- **Deep Learning**
- **AI for Games**
- **Undergraduate Research**
- **Compiler Construction**
- **Sociology of Gender**
- **VR Gaming**

## Positions of Authority/Responsibility

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- **House Captain** in Xth Class
- **Founder/Organiser** APS MUN (Ahmedabad)
- **Master of Ceremonies** for Annual Function in Xth and XIIth
- **Chairperson** in 5 Model United Nations Committees
- **Head of Training Team** for the BUMUN Club of Bennett University (2020 - 21 Session)
- **Batch Representative** in 1<sup>st</sup> Year CSE, Bennett University, 2020 – 24
- **Student Teaching Assistant** in 3<sup>rd</sup> Year CSE, Bennett University, 2020 - 24

## Technical Skills

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- **Programming:** Python, Java, C/C++, C#, LOLCODE, Paneity, Chef
- **Markup Languages:** HTML
- **Scripting Languages:** CSS
- **Utilities:** Git, SQL
- **Development Frameworks:** Django, Node.JS
- **Additional:** Canva Designing, Video Editing, Video Animation (AdobeAfterEffects), Game Design (Unity and C#, Unreal and C++)