Ayushi Gupta

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Education

VIT Bhopal University 2022 – Present
Bachelor of Technology in Computer Science Engineering CGPA: 8.47/10

Technical Skills

Languages and Databases: C++, Kotlin, Java, Python, HTML, CSS, SQL, MySQL, Room DB, Firebase Realtime DB

Tools and Technologies: Android Studio, Firebase Cloud Messaging, Retrofit, Room, Dagger Hilt, Jetpack, MVVM, Git, GitHub, OpenAI API, TensorFlow Lite

Projects

DevCircle - Android Developer Community App [SOURCE CODE] Dec 2024 – Present
Kotlin, MVVM, Firebase, OpenAI API

- Engineered an Android app for **1:1 developer networking**, **trend sharing**, and **project showcasing** using MVVM architecture and Jetpack Navigation
- **Integrated OpenAI API** to support **50+ DSA** problems with algorithm explanations and **multi-language code output**
- **Implemented chat**, **user profiles**, and **offline access** using Room DB, Kotlin Coroutines, and RecyclerView, supporting **20+ items/session**
- Optimized app experience with **Firebase Cloud Messaging**, Glide, and ExoPlayer for **real-time notifications**, **image caching**, and **video playback**

Lexicon AI - Chat & Image Generation App [SOURCE CODE] Aug 2024 – Oct 2024
Kotlin, MVVM, OpenAI API, Room DB

- Developed an Android app for **AI-powered chat** and **image generation** with **3 resolution options** (256×256, 512×512, 1024×1024) using **OpenAI API**
- Generated features like **text-to-speech**, **voice input**, **message sharing**, and **image downloading**; supports **20+ items/session** via **RecyclerView** and provides **offline access** through **Room DB tested with 50+ local entries**
- **Managed 10+ async flows** using a sealed **Resource** class to ensure consistent **MVVM** state handling and smooth UX

Flappy Bird Game - OOP-Based Project [SOURCE CODE] Sep 2023 – Nov 2023
Java, Swing, AWT

- Developed a fully playable **Flappy Bird clone** using **1000+ lines** of modular Java code, applying all **4 OOP principles**: **encapsulation**, **abstraction**, **inheritance**, and **polymorphism**
- Structured the code into **2 main classes** (**FlappyBird**, **Renderer**) and **3 listener interfaces** (**KeyListener**, **MouseLis- tener**, **ActionListener**) for **event-driven input handling**
- Simulated **gravity**, **jump mechanics** and implemented **pixel-accurate collision detection** across **50+ game ses- sions**, achieving **60 FPS rendering** with **javax.swing.Timer** to deliver **responsive controls** and **smooth gameplay experience**

Technical Achievements

- **Participated in DeepBlue Hackathon**: Engineered a mobile based computer vision prototype using **TensorFlow Lite** and **Android CameraX**, achieving **15+ FPS** and **85% detection accuracy** with **MobileNet SSD**, forming the foundation for a real-time smart measurement system
- **Campus Tech Fest Organizer**: Organized and supported **technical events** during VIT Bhopal's Tech Fest, including **coding competitions and project showcases**, contributing to peer engagement and event execution
- Solved **300+ data structures and algorithm problems** across platforms like LeetCode, Codeforces, and GeeksforGeeks, improving algorithmic thinking, coding proficiency, and time-bound problem analysis

Leadership And Community

- **Core Member - Fintech Club, VIT Bhopal**: Contributed to organizing events, managing social media content strategies, and supporting fintech-focused initiatives; collaborated with peers to build an active technical community
- **Event Coordinator - CodeQuest Finanza**: Helped in planning and organising **CodeQuest Finanza**, featuring a **Paper Trading Round** and **Tech Finance Quest**, blending stock market simulation with coding challenges for **100+ participants**