DEEPIKA DUBEY

Noida, Uttar Pradesh, India

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EDUCATION

Ajay Kumar Garg Engineering College   08/2022 – 06/2026
*B.Tech. in Artificial Intelligence & Machine Learning - **CGPA: 8.25***   *Ghaziabad, India*

St. Mary's School & Inter College
*Intermediate - **Percentage: 82.2%***   *Mirzapur, India*

EXPERIENCE

Product Technical Lead Intern, THATha Business Development   **07 2025 – Present**
Android, Kotlin, HTML, CSS, Figma, Product Thinking   *Bangalore, India*
- Drafted PRDs, managed sprint planning using ClickUp, and contributed to product roadmap.
- Designed UI and independently developed frontend using Kotlin and Figma.
- Collaborated with developers to clarify features and resolve blockers via hands-on Kotlin coding.
- Led QA testing and performance analysis using Mixpanel to track user behavior and feature success.

Open Source Contributor, GirlScript Summer of Code   **08 2024 – 01 2025**
Android, Kotlin   *Noida, India*
- Fixed UI bugs and added responsive components in Android projects using Kotlin
- Followed Git workflows, performed code reviews, and ensured clean, maintainable contributions.

Android Developer, Software Incubator – SDC SI   **08 2023 – 11 2023**
Android, Kotlin   *Ghaziabad, India*
- Developed Android UIs with Jetpack Compose and Kotlin; implemented clean architecture and performance optimization.
- Integrated APIs and collaborated with a 5-member team to deliver features with consistent code quality.

PROJECTS

Runfinity ⧉ | Android Studio, Kotlin, MVVM, Hilt, Room DB, Coroutines   **6 2025– Present**
- Developed a fitness tracking app with real-time walk/run session monitoring and stats.
- Implemented MVVM architecture with Jetpack Navigation and Room DB for modularity and performance.
- Integrated Coroutines for async tasks and Hilt for dependency injection.

HitTheBox ⧉ | HTML, CSS, Javascript   **7 2024**
- Created a browser-based game inspired by Angry Birds with projectile mechanics.
- Implemented score tracking, increasing difficulty levels, and interactive UI using DOM manipulation.
- Enhanced game performance through event-driven logic and optimized animations.

CS FUNDAMENTALS

- Data Structures & Algorithms
- Object Oriented Programming
- Computer Networks
- Database Management System
- Operating Systems
- Computer Architecture

TECHNICAL SKILLS

Languages :	Java, Kotlin, Python, C, HTML, CSS, JavaScript
Android Development :	Android Studio, Jetpack Compose, XML Design, MVVM Architecture, Room DB, Hilt
Software Engineering:	Class Design, OOP, Code Analysis, Feature Design
Design and AI Tools :	Figma, Sketch, Canva, Prompt Engineering, Generative AI
Tools and Platforms :	Git, GitHub, VS Code, Notion, JIRA, Trello
Database and Product :	SQL, Looker Studio, Google Sheets, Product Thinking, Agile methodologies

MISCELLANEOUS

- 2nd place in Monoact (SPOTLIGHT); led 30-member event team.
- Part of Guinness World Record (Largest Rangoli); awarded by District Magistrate for creative writing.
- Disciplinary Head (5 yrs); inter-school badminton representative.

ACHIEVEMENTS

3-Star rating (1745) on CodeChef, with a Global Rank of 6,766 among 100,000+ active coders

Ranked Top 5 in ECE branch; earned branch upgrade to AI ML specialization.