HARSH GHOSH

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EDUCATION

Year	Degree	Institute	Score
2020 - 2024	B.Tech (MAM)	Delhi Technological University	82.4%
2019	12th CBSE	D.T.E.A. senior secondary School	71.6%
2016	10th CBSE	Pioneer Kamal convent senior secondary School	91.2%

INTERNSHIPS AND WORK EXPERIENCE

- **Technical Representative | IoT Developer | MYeKIGAI PRFOUND PRIVATE LIMITED**   *(Jul2023 – Dec2023)*
  - Introduced AMS, a cutting-edge IoT device revolutionizing connectivity with its mobility, charging capabilities, and convenient swapping feature, resulting in a 50% boost in operational efficiency and a 20% reduction in maintenance costs.
  - Analyzing different charging/ swapping, mobility data for increasing the EV infra.
  - Designed 3d Charging Station with its sleek design and advanced technology enable 10% reduction in space consumption.
  - Spearheaded team of 7 member.

- **Electric Vehicle development Project | COE EVRT**   *(Jan 2023 - present)*
  - Leading a team comprising 10 individuals, making a self-designed 4-seater Electric Vehicle, equipped with the revolutionary EGMP platform for 15% enhanced performance and efficiency.
  - With improved 30% thermal management and a state-of-the-art self-designed gearbox, our EV delivers exceptional driving experience and sustainability.
  - Outlined work plans, assessed resources and determined timelines for projects.

PROJECTS

- **DhvaniSangam | App | Flutter**
  - Developed a cross-platform mobile application using Flutter for a seamless user interface, integrated with Firebase for real-time data storage and authentication.
  - An App that Offers **free online background noises** enabling you to create your own soothing soundscapes for work,study or sleep.
- **Prism's Awakening | Game | Unity - GitHub**
  - Developing an engaging platformer game where players embark on a quest to restore color to a grayscale world.
  - The storyline centers around activating color crystals to counteract an evil antagonist who has stolen all the colors.
  - Leveraging Unity's visual scripting tools to design intricate levels, interactive gameplay mechanics, and vibrant visual effects.
  - Demonstrate strong problem-solving skills and creativity in bringing this unique and visually appealing game to life.

POSITION OF RESPONSIBILITIES

- **Sub-Project head | Chassis design and simulation**
  - Managed cross-functional team of 6 members and oversaw product development from inception to implementation and ensured smooth delegation of tasks.
  - Communicated and partnered with vendors in product development phase, considering scope, requirements, and cost.
  - Successfully completed the development and construction within established project timeline.

- **Desk Ke Mentor**
  - A government organized voluntary program providing guidance to the students on their career paths.
  - **Guided and counseled over 20 students from classes X to XII on their career paths.**

TECHNICAL SKILLS

- Dart, C#, C++, C, Python, MySQL
- Adobe Photoshop, Adobe Illustrator, Flutter, Unity, Embedded system, Excel, Figma
- Graphic Designer, UI/UX designer, Application Developer, IoT Developer
- Project Management & Coordination, Technology Planning, Leadership, Problem Solving, Team Work, Time Management, Active listening, Attention to details

EXTRA CURRICULAR ACTIVITIES AND ACHIEVEMENTS

- **Secured third position** in Bridge to Bragging Rights - A Bridge Building Competition organized by the Society for Civil and Environmental Engineers (SCEE) in collaboration with the Indian Geotechnical Society (IGS), DTU Chapter as part of Invictus 2023 at the Delhi Technological University.