

Objective

To work on products & projects which will meaningfully improve our lives. For eg. AGI, Quantum Computing, Future of Work, Responsible Social Good, Sustainable Energy, Human Longevity, Deep Space Exploration, etc.

We must ensure they are done responsibly for all the stakeholders while maintaining moral and ethical integrity.

Bio

Age	28
Location	Delhi NCR, India
Nationality	Indian
Passport	Yes
Work Preferences	In-Office, Hybrid

Skills

Team Management	> Since 2011
Product Management	> Since 2016
FERN/MERN Stack	> Since 2018
MEAN Stack	> Since 2016
Firebase/NoSQL	> Since 2016
Android	> Since 2014
UX & UI	> Since 2014
Python	> Since 2014
NLP & ML	> Since 2016
Front-End Development	> Since 2016
Full Stack Web Development	> Since 2016
Full Stack Mobile Development	> Since 2015
Design Thinking	> Since 2017

Strengths

- ^ Oration
- ^ Curiosity
- ^ Fortitude
- ^ Articulation
- ^ Smart Worker
- ^ Problem Solver
- ^ Presentation & Debate Ready
- ^ Uncompromising on Growth

Languages

ENGLISH	Proficient
HINDI	Confident

Aditya Mishra

Product Officer (Kick-start, Design, Develop, Manage)

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- <https://adityam.dev>

Experience

September 2022 - Present

Co-Founder and CTO

SocialPi.ai & Affipi.com,
BrandInfluencer Media Pvt. Ltd.

March 2022 - September 2022

Product Manager

GamerPe,
GamingAce Technologies Pvt. Ltd.

July 2018 - Present

Founder and CEO

The Disruption Challenge,
Sustainable Innovation Foundation,
Feels Good Creations ITES Pvt. Ltd.

Education

Aug 2013 - July 2017

B. Tech - Computer Science

Amity School of Engineering and
Technology, GGSIPU, Bijwasan, Delhi

Certifications

Microsoft Virtual Academy

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|-----------------------|----------------------------------|--------------------------|
| 1. MEAN Stack | 5. Big Data and Machine Learning | 9. Xamarin and C# |
| 2. Python & Django | 6. Digital Marketing and SEO | 10. Java |
| 3. Game Development | 7. Cloud Computing | 11. SQL/PL-SQL |
| 4. Internet of Things | 8. Business Strategies | 12. Visual Basic and VBS |

Awards & Publications

- Project Q** – A Biomedical Research Query Answering System using NLP, Published at 27th National Conference “Digital Technology to Digital Economy” at TIAS Delhi.
- All-Rounder of the Year** (2012 – 2013) – by Rotary Club of Delhi, while in Ramjas School, R. K. Puram
- Microsoft Student Partner** (2015 – 2017), **Microsoft Student Associate** (2014 – 2015)

Interests

Professional

Design Thinking, Social Good, AI, NLP, Quantum Computing, Space Exploration, Future of Work, Computer Vision, Web Technologies, Cross Platform Development, UX, UI, Digital Art, Sustainable Development, Civilization Scale & Growth

Recreational

Swimming, Basketball, Sci-Fi & High Fantasy Novels, Video Games, Anime, History, Mythology, Economics, World Politics, Quizzing, Chess, Food