

LITON BARMAN

litonbarman2410@gmail.com | +91-9402433883 | +91-9774762801 | github.com/litonbarman | [www.linkedin.com/in.litonbarman](https://www.linkedin.com/in/litonbarman)

Education

National Institute of Technology Arunachal Pradesh, India

- Computer Science & Engineering | CGPA: **8.07 / 10**

2019 - 2023

(expected)

Kendriya Vidyalaya No.1, India

- CBSE (Class XII) : **79%**
- CBSE (Class X), CGPA : **9.8 / 10**

2018 - 2019

2016 - 2017

Skills

C++, C, PHP, JavaScript, Java, SQL, GNU Make, Bash, NodeJS, MySQL, Git, GCC, G++, HTML, CSS.

Work Experience

Rise Retail & Payment Solutions Pvt. Ltd | Backend Web Developer Intern

Feb 22 - Mar 22

- Coded 2 API less extensible core business module.
- Debugged and restructured 1 existing module and accelerated performance by **12%**.
- Optimized page performance by **33%**, reduced dependency on external API.

Indian Institute of Technology Bhubaneswar | Winter Web Developer Intern

Jan 22 - Feb 22

- Developed and implemented an eCommerce website.
- Featured with product listing, authentication, and interactive UI.

Projects

Spacespark

Nov 21 - Jan 22

Spacespark is a social media platform for artists, creators, developers, musicians, and dancers.

- Featured with group chatting, sharing the story, posting arts, likes, dislikes, friend requests, etc..
- Support 100s of users, frontend handled by Javascript, HTML, CSS, and backend handled by PHP, MySQL.

Open Model Loader

Oct 21 - Dec 21

Open Model Loader (OML) is a 3D model importer, created from scratch in C++.

- Support **OBJ** (Wavefront) & **FBX** (Filmbox) models up to 100 MB and renderable with OpenGL, Vulkan, or DirectX API.
- Extensible, suitable for Simulation, Game Engine, and applications based on OpenGL or any other API.

Areca Rendering Engine

Mar 21- Dec 21

Areca Rendering Engine is a cross-platform rendering engine, written from scratch in C++, OpenGL3.

- Part of Areca Engine (game engine), capable of GPU rendering, programmable pipeline.
- Capable of loading, rendering, animating 3d models, ray tracing, extensible with external API.
- The low memory footprint of 20 MB.

Custobootloader

Oct 19 - Oct 19

Custobootloader is a small bootloader (single-stage 500 bytes) written from the bottom in NASM (assembly).

- Loads the second stage of the OS at any location within 1MB bound.
- Set up the Global Descriptor Table and system stack for C/C++ development.

Awards and Achievements

Letter of Recommendation for excellent work Performance.

- Best among 15 Interns selected for Backend developer Rise Retail & Payment Solutions Pvt. Ltd.

Certification

NPTEL, Data structure & Algorithm in Java