Liton Barman

litonbarman2410@gmail.com
www.linkedin.com/in/litonbarman

litonbarman.github.io
github.com/litonbarman
9402433883 / 9774762801

Education

- **National Institute of Technology** — Arunachal Pradesh, India
  Bachelor of Technology in Computer Science & Engineering; **GPA :** 8.07 / 10.0 — Aug 2019 - May 2023
- **Kendriya Vidyalaya No.1** — Arunachal Pradesh, India
  Class XII (Senior Secondary); Board : CBSE; **Percentage :** 79% — 2018 - 2019
  Class X (Secondary); Board : CBSE; **GPA :** 9.8 / 10.0 — 2016 - 2017

Experience

- **Rise Retail & Payment Solutions Pvt. Ltd.** — (Remote)
  Software Engineer Intern   (Backend with PHP & SQL) — Feb 2022 - Mar 2022
  - Designed & Coded 2 API less extensible module, core business module.
  - Improved 1 existing module & increased its performance by 12% .
  - Optimized the page's performance by 33% for faster loading and browsing by reducing
  - dependency on external third party API, external API call .
- **Indian Institute of Technology Bhubaneswar** — (Remote)
  - Full stack Developer; Training Cum Intern — Jan 2022 - Feb 2022
    - Trained in technologies like HTML5 / CSS3, javascript, nodejs, python, bootstrap.
    - Implemented an Ecommerce website with frontend design..
  - Machine learning engineer; Training Cum Intern — Jan 2022 - Feb 2022
    - Worked with tensorflow & Keras, and API written in scratch.
    - Developed a face & smile detection application and integrated with web application.

Personal Projects

- **Spacespark** — Nov 2021 - Jan 2022
  - Spacespark is a social media platform for artists, creators, developers, musicist, dancers.
  - Featured with chatting, group chatting, sharing story, posting arts, likes, dislikes, friend requests, etc.
  - API less, frontend handled my Javascript, HTML, CSS, and backend handled by PHP, MySQL.

- **Object Model Loader (OMI)** — Oct 2021 - Dec 2021
  - Object Model Loader (OMI) is a 3D model importer, created from scratch in **C++.**
  - Support **OBJ** (wavefront) & **FBX** (filmbox) model and renderable with OpenGL, Vulkan or DirectX API.
  - Extensible, suitable for Simulation, Game Engine and application based on OpenGL or any other API.

- **Arreca Rendering Engine** — Mar 2021 - Nov 2021
  - Arreca Rendering Engine is a cross platform rendering engine, written from scratch in **C++, OpenGL3.**
  - Part of the game engine project (Arreca Engine), capable of rendering with **GPU**, programmable pipeline.
  - Capable of loading, rendering, animating 3d models with the ability to simulate light physics.
  - Flexible design with the ability to combine with other systems like Physics Engine.

- **Custobootloader** — Oct 2019 - Oct 2019
  - Custobootloader is a small bootloader (single stage) written from bottom up in NASM (assembly).
  - Perfect for tweaking with low level OS / Kernel development and system(hardware peripheral) with level higher system programming language such as C or C++.
  - It set up the Global Descriptor Table (GDT) and system stack register BP (base pointer) & SP (stack pointer) and creates the environment for C / C++ development..

Skills : **C / C++** (proficient), PHP, Javascript, Java, bash, Cmake, git, github, HTML/CSS

Certification : NPTEL, Data structure & Algorithm in Java

Awards : **Letter of Recommendation** from Rise Retail & Payment Solutions Pvt. Ltd.