

Liton Barman

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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 IX (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.

Projects

- **Spacespark** (Personal) Nov 2021 - Jan 2022
 - Spacespark is a social media platform for artists, creators, developers, musician, 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)** (Personal) 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** (Personal) 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 system like Physics Engine.
- **Custobootloader** (Personal) 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 setup the Global Descriptor Table (GDT) and system stack register BP (base pointer) & SP (stack pointer) and created 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.