**LITON BARMAN**

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**Education**

**National Institute of Technology Arunachal Pradesh, India**  **2019 - 2023**

* Computer Science & Engineering | CGPA: **8.07 /** **10** (expected)

**Kendriya Vidyalaya No.1, India**

* *CBSE (Class XII) :* **79%****2018 - 2019**
* *CBSE (Class X), CGPA :* **9.8 / 10** **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 | remote **Feb 22 - Mar 22**

*Backend with PHP & SQL*

* 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 | remote **Jan 22 - Feb 22**

*Fullstack development with Javascript, Python, HTML, CSS*

* 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 (OMI) 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**