**Liton Barman** litonbarman.github.io

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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 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.