

Om Kumar

Pre Final Year Undergraduate

B.Tech CSE

Kalinga Institute of Industrial Technology, Bhubaneswar

Portfolio

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OmKumar07

om-kumar-singh

PROFILE

Upcoming CSE graduate with a solid foundation in software engineering and programming. Experienced in web development and game development. Quick learner, hardworking, and adept at problem-solving. Proven ability to work effectively in both team and independent settings. Seeking to apply technical skills and innovative mindset in a dynamic organization. for more click he

EDUCATION

- Kalinga Institute of Industrial Technology, Bhubaneswar** 2022-26
Pursuing Bachelor of Technology in Computer Science and Engineering CGPA: 7.62
- Mount Egmont School, Hazaribagh, Jharkhand** 2022
CBSE 12th Percentage: 70%
- Mount Egmont School, Hazaribagh, Jharkhand** 2020
CBSE 10th Percentage: 86%

EXPERIENCE

- Mlsa Project Partner** Feb - March 2024
Project Wing
 - In-depth understanding of Unity AR, C# and more.
 - Proficient in designing, deploying, and managing fault-tolerant, highly available, and scalable Unity Projects.
- Web Developer At Enactus Kiit** April 2024 - Present
MERN Stack Developer
 - Developing Official website Of Enactus KIIT
 - Enhancing Technical Skill and Teamwork
- Web Developer At Kiit Electrical Society** Nov 2023 - Present
MERN Stack Developer
 - Developed and maintained websites using technologies like Express.js, MongoDB, and React.js.
 - Collaborated with team members to design and implement new features, improving user experience

TECHNICAL SKILLS

Languages: C/C++, Java, Python(basics), Javascript, HTML+CSS

Development: Nodejs, React, Express, Bootstrap, VScode, Git, Github

Areas of Interest: Web Design and Development, Game Development.

Soft Skills: Problem Solving, Self-learning, Presentation, Adaptability

PROJECTS

- Shopper - E-commerce Website Frontend** GitHub Repository
Technologies Used: React.js, JavaScript, HTML+CSS, API
 - Developed a responsive and user-friendly e-commerce website frontend.
 - Implemented key features including product listings, search functionality, and user authentication.
 - Utilized React components for modular and maintainable code.
- FPS Shooter** GitHub Repository
Technologies Used: Unity3D Engine, C#
 - Implemented player controls and interactions.
 - Integrated physics and collision detection for realistic gameplay.
 - Created and managed in-game assets and animations.
 - Utilized Unity's NavMesh for enemy AI pathfinding.