

Shreya Dutta

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EDUCATION

VIT Bhopal University, Bhopal, Madhya Pradesh

BTech Major in Computer Science; Minors in Gaming Technology

Cumulative GPA: 8.1/10

Expected May 2026

TECHNICAL SKILLS

- **Technical Skills:** Python, C++, JavaScript, SQL, MongoDB, AWS, HTML5, CSS3, Bootstrap, React.js, Node.js
- **Tools & Concepts:** DSA, DBMS, Machine Learning, Unity, Blender, Adobe XD, Figma, Game Mechanics.

PROJECTS

1. Liquid Metamorphosis – Puzzle Game (Python-Based AI Game with Search Algorithms)

Jun 2022 – Sep 2023

Focus: AI Algorithms, Python Development, VR Integration

Technologies: Python, Unity, A* Search, Monte Carlo Tree Search (MCTS), Virtual Reality

- Designed a 2D puzzle game using fluid transformation mechanics to enhance cognitive gameplay.
- Implemented A* and MCTS algorithms in Python for intelligent pathfinding and game decision-making.
- Integrated VR and multiplayer systems within a scalable Python–Unity architecture.
- Applied real-time physics and adaptive difficulty scaling for immersive user engagement.

2. EduNova – AI-Powered Learning Platform (Full-Stack + AI/ML with Python & React)

Jun 2023 – Sep 2024

Focus: AI/ML Integration, Python Backend, Frontend Performance

Technologies: Python, Node.js, React.js, MongoDB, AI/ML

- Developed a gamified 2D abacus learning platform using adaptive AI for personalized education.
- Built intelligent quiz generation and real-time progression tracking using machine learning models in Python.
- Designed responsive frontend (React.js) and optimized backend (Node.js + MongoDB) for seamless integration.
- Achieved consistent 30+ FPS rendering and minimal load times for smooth user interaction.

3. FeelSync – Python-Based ML Platform for Mental Health Detection (Python + ML + Behavioral Analytics)

June 2025 – Ongoing

Focus: Machine Learning, Data Analytics, Game Design

Technologies: Python, Unity, MySQL/MongoDB, Decision Trees, Logistic Regression

- Building a gamified platform to detect adolescent mental health risks using behavioral data from interactive mini games.
- Integrating ML models (decision trees, logistic regression, clustering) in Python to analyze user patterns.
- Designed rule-based fallback logic and non-diagnostic feedback reporting for early self-awareness.
- Targeting pilot testing with 20–30 users and publication in HCI and Digital Health journals.

COCURRICULARS

- **Music Club Member, VIT Bhopal** | Dec 2022 – Jul 2023
Organized campus events and performances, enhancing collaboration and coordination.
- **National Tech Events:** Participated in **Flipkart Grid 5.0**, **HackRx 4.0 (Bajaj Finserv)**, **TechGig Code Gladiators**, gaining real-world experience in hackathons and coding contests.
- **Performing Arts:** Completed 5th Year Degree ("Bisharad") in **Indian classical dance** (Kathak, Bharatnatyam, Manipuri) and **classical music**, demonstrating advanced training and dedication to the performing arts.

ADDITIONAL

Certifications:

IBM Adroit – GenAI

Coursera – Unity and C# Basics

Language Proficiency: English, Hindi, Bengali.