SHREYA DUTTA

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ABOUT ME

Driven third-year computer science student with a focus on gaming technology engineering who possesses excellent leadership, analytical thinking, and problem-solving abilities. competent in Python, Java, C++, and SQL, and has practical experience creating learning platforms and interactive games. competent in UI/UX development, game mechanic design, and performance optimization with adaptive algorithms. strong background in data structures, algorithms, and database management systems, along with a love for making captivating and immersive game experiences. Strong team leader with outstanding communication abilities, skilled in project management, and able to foster team success.

EDUCATIONAL QUALIFICATIONS

- **CLASS X**   **2020**
  Kendriya Vidyalaya Birbhum   **84.6%**

- **CLASS XII**   **2022**
  Kendriya Vidyalaya Birbhum   **62.4%**

- **B.TECH CSE - Gaming Technology**   **2022- Ongoing**
  VIT BHOPAL UNIVERSITY   **7.97/10 CGPA**

SKILLS

- Programming Languages: Proficient in Python; intermediate knowledge of Java and C++; basic knowledge of C.
- Database Management: Strong expertise in DBMS, with advanced proficiency in SQL.
- Productivity Tools: Skilled in Microsoft Word, PowerPoint, Excel, and Teams.
- Professional Communication: Excellent verbal and written communication skills, scheduling.
- Leadership: Strong leadership abilities with effective time and people management skills.
- Languages: ENGLISH ; Fluent, HINDI ; Fluent (Bilingual), BENGALI ; Native

CERTIFICATIONS

- NPTEL - Foundations of Cyber Physical Systems
- Coursera - Unity and C# basics
- IBM Adroit - GenAI (ongoing)
- IBM Adroit - CyberSecurity Analyst (ongoing)
- Python Essentials - VITyarthi
- Matlab - MATLAB Onramp and MATLAB Simulink. Circuit design and Simulation tool

PROJECTS COVERED

Liquid Metamorphosis; A Puzzle Game   **2023**
- Developed a puzzle adventure game including liquid transformation mechanics to improve problem-solving and creativity.
- Machine learning was used to build adaptive AI algorithms for dynamic puzzle difficulty.
- Game logic was implemented using Python, utilizing algorithms such as A search and Monte Carlo Tree Search.
- Real-time responsive impediments and an interesting user interface are features of the interactive gameplay design.
- I helped with performance optimization, algorithm development, and game mechanics.
- Planned future enhancements, including VR integration and multiplayer functionality.

EduNova: Abacus Learning Platform   **2024**
- EduNova is an interactive learning platform that teaches abacus skills using gamification and adaptive learning strategies.
- Implemented a 2D simulated abacus with real-time feedback and personalised learning paths.
- To increase user engagement, we used gamified modules with point systems, leaderboards, and virtual awards.
- Adaptive learning algorithms are used to adjust material based on individual performance.
- Contributed to module design, UI/UX development, and performance optimisation.
- Future upgrades include social interaction tools and collaborative tasks.

Sanitary Waste Disposal Machine   **2024 - Ongoing**
The Sanitary Waste Disposal Machine is an innovative project designed to address the proper and hygienic disposal of sanitary waste. This machine provides a safe, eco-friendly, and automated solution to dispose of sanitary pads, diapers, and other non-biodegradable waste, reducing environmental pollution and promoting hygiene. Equipped with a user-friendly interface, it ensures efficient incineration or segregation of waste while minimizing human contact, thus preventing health hazards. The project aims to raise awareness about sustainable waste management and contribute to cleaner surroundings. This machine is particularly beneficial for schools, public restrooms, and households, offering a convenient and responsible way to handle sanitary waste.

EXTRA CURRICULAR

Achievements
- Participated in Flipkart GRiD 5.0
- Participated inHackRx 4.0 (Bajaj Finserv)
- Participated in TechGig Code Gladiators
- First Place in Inter School Debate Competition (2020)
- First Runner Up in Regional Badminton Championship (2 Consecutive years 2019, 2020)
- First Place in Chess Tournament (Regional Level)
- First Place, AdVITya (Foragers 2.0)