

Saksham Mishra

Address: Gurugram, India

✉ saksham2684@gmail.com ☎ 0828 775 87 67 in LinkedIn GitHub Portfolio

Education

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- Indraprastha Institute of Information Technology, Delhi** July 2023 – Present
B-Tech in Electronics and Communication Engineering
- **Coursework:** Computer Organization, Linear Algebra, Advanced Programming, Embedded Logic Design, Data Structures and Algorithms
- Dhruva Public School, Delhi** 2020 – 2022
Class-XII, PCM (92.2% CBSE)
- Greenwood Public School, Gurugram** 2013 – 2020
Class-X, (90.2% CBSE)




Technologies

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- Expertise Area:** Web Development, IoT & Micro-controllers, Object Oriented Programming
- Soft Skills:** Communication Skills, Critical Thinking, Self-Learning, Team Work
- Languages:** C/C++, Python, Java, Javascript, Verilog
- Technologies:** Git, SQL, VSCode, IntelliJ, Arduino IDE, KiCad, React, Figma

Volunteering

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- Earth Saviours Foundation - Volunteering** Mar,25 -Jul'25
- Collaborated with the NGO's administration team to support and coordinate environment related initiatives.
 - Provided counseling and assistance to senior citizens, underprivileged individuals, and per sons with disabilities residing in the Gurukul
 - Volunteered at the onsite medical clinic, offering logistical support to patients and staff.

Projects

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- RISC – V Custom Assembler & Simulator** — [github repo](#)  Feb,24 – Apr,24
- A custom RISC V Assembler and Simulator written in C++ to convert RISC-V assembly code into machine code (binary instructions) and vice-versa for execution on a RISC-V processor.
 - Tech Stack: C++, RISC-V instruction set
 - Key-Impact: Strengthened understanding of system architecture and instruction pipelines.
 - Team Size: 4
- Angry Bird Style Video-Game** — [github repo](#)  Oct,24 – Nov,24
(Guide: Prof. Sambuddho Chakravarty)
- Developed an angry-bird style game using LibGDX library of Java with 3 playable levels. Described the in-game mechanisms using structured and behavioral UML diagrams.
 - Tech Stack: LibGDX(Java), gradle, Box2D
 - Key-Impact: Reinforced object-oriented game design principles and real-time physics simulation.
 - Team Size: 2
- SpotSync – Parking Optimization App** — [github repo](#)  Feb,24 –Apr,24
(Guide: Prof. Rajiv Ratan Shah)
- An application that optimizes parking space allocation in real time using live camera feeds . Self Check-in and Check-out: Calculates parking fee by maintaining record of entry and exit time through License plate recognition.

- Tech Stack: Python, React Native, OpenOCR, YOLO Model
- Key-Impact: Reinforced object-oriented game design principles and real-time physics simulation.
- Team Size: 5

IOT Based RFID card Attendance System— [github repo](#)

Mar,24 – Apr,24

- Developed a smart attendance system leveraging RFID technology and the NodeMCU ESP8266 microcontroller. This innovative project streamlines the process of attendance tracking and enhances accuracy and efficiency.
- Tech Stack: ESP8266 Node-MCU, Arduino IDE, RFID
- Key-Impact: Eliminated manual tracking and ensured real-time, tamper-proof attendance records.

Retail-Rush – Smart Gamified Retail Web App — [github repo](#)

Jul,25 -Jul,25

- Developed a responsive gamified retail web app using React.js, Vite, and Tailwind CSS to enhance user engagement and reduce product waste. Implemented efficient state management with React Hooks and modular design using mock data. Integrated dynamic UI elements like Vanta.js animations and SVG icons for an immersive shopping experience.
- Tech Stack : Tailwind CSS, React.Js
- Key-Impact : Increased user engagement potential with gamified incentives and real-time UI responsiveness.
- Team Size: 2

Positions of Responsibility

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|---|---------------------------|
| ◦ Content Team: E cell (Entrepreneurial Club) | <i>Sep,2023 – Present</i> |
| ◦ ECE Newsletter Editor (Issue 09) | <i>Sep,24 – Dec,24</i> |
| ◦ Volunteer at Centre for Intelligent Product Development | <i>Aug,24 – May,25</i> |
| ◦ Content Team: E-summit 2023 | <i>Jan,24 – Mar,24</i> |

Achievements and Awards

- Finalist in Anveshan 3.0 (Intra-College Hackathon) — Position : Team Leader , Project : Spotsync
- Amazon Hack-on Season 5 : Among top 1400 teams out of 17,000+ teams

Hobbies and Interests

- Writing Stories, Reading Books, Table Tennis
- Video Games, Dungeons & Dragons

Declaration: The above information is correct to the best of my knowledge.