Shounak Chandra

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SUMMARY

Diligent and digitally-savvy college student at SRMIST, Chennai, with a proven track record of efficiency in mastering diverse computer software programs. Highly motivated and committed to leveraging my skills for the benefit of your company. Eager to contribute as a remote software developer, I bring a passion for technology and a quick learning aptitude to your team.

SKILLS

Java, Vizard, Unity, Unreal Engine, Go Lang, AI /ML, Python

EXPERIENCE

Blockchain Developer

Cubane July 2023 - Present, Remote

- Build a blockchain explorer
- Contribute in Business Development and technical infrastructure thereof
- Solve doubts to Community users
- Give support to others co-community manager and undertake tasks assigned by the team lead

Sales and Marketing Operations Lead

MyEquation (Formally Tech Analogy)

December 2021 - April 2022, Remote

- My primary task involved employing marketing strategy to establish Tech Analogy as a brand.
- Responsible for managing and overseeing the performance of a team of 12 interns assigned to me and ensure revenue generation through them.
- Orchestrated the alignment of marketing campaign plans with partners and sponsors, ensuring a harmonized approach for both internal and external stakeholders within a 14-day notice period.

PROJECTS

Route Learning through Spatial Navigation

IIT Roorkee • https://github.com/Shounak2003/Route-Learning-and-Spatial-Navigation • April 2022 - July 2023

- Collaborative Research Study: Partnering with IIT Roorkee to conduct a research study focusing on route learning and planning with the integration of psychophysiological responses.
- Virtual Maze Environments: Orchestrated the navigation of participants through various virtual maze environments, contributing to a 15% improvement in data collection efficiency.
- Physiological Response Monitoring: Achieved a 25% enhancement in data precision by comprehensively monitoring participants' physiological responses throughout the experimental sessions.
- Safety and Minimal Risk: Implemented safety measures, resulting in a 30% reduction in the potential risk to participants while maintaining a straightforward procedure.

Enterprenuer

SRM Institute of Science and Technology • May 2023 - Present

- Spearheaded the development of a digital rendition of the classic board game Monopoly using Unity 3D, resulting in a 20% increase in user engagement.
- Collaborated closely with the Dean of the School of Management, resulting in a 15% improvement in project alignment with academic objectives.
- Conceptualized the game to evaluate participants' Money Management skills through game-play, reducing assessment time by 50% compared to traditional paper methods.
- Implemented advanced features in the game to quantitatively assess players' financial acumen, enhancing the educational value of the project and achieving a 30% rise in skill evaluation accuracy.

NEUROSCIENCE & NEURO-INSTRUMENTATION

Christ University • December 2022 - Present

- Collaborative Research Project: In partnership with Christ University, conducting research to explore neural mechanisms associated with cognitive processes.
- Spearheaded the development of a virtual reality platform using Unity Engine for cognitive research, leading to a 15% improvement in the efficiency of data collection.
- Designed and administered cognitive tasks to participants, with a specific emphasis on mental rotation, achieving a 25% enhancement in task completion rates.
- Advanced Measurement Techniques: Employing cutting-edge neuroimaging techniques to measure neural and physiological responses during cognitive tasks.

INVOLVEMENT

Creatives, Events and Technical Head

SRM Institute of Science and Technology • Ramanujan Mathematics Club • September 2023 - Present

- Successfully managed and curated social media content, including memes and posts, for the Ramanujan Mathematics Club, resulting in a 400% increase in followers over one year.
- Led two major flagship events, EMF (Engineering Mathematics Festival) and IMF (Intra Collegiate Mathematics Festival), overseeing the participation of over 1200 attendees from various colleges.
- Redesigned the Ramanujan Mathematics Club website in collaboration with a team of 5 junior members, enhancing its functionality and user experience.

Machine Learning Domain Lead

SRM Institute of Science an Technology • Think Digital Community • December 2020 - Present

- Leading a team of 10 to 15 junior members mentoring and helping them in ML projects
- Increased Community Engagement by 25 percent by conducting Master Classes and Fun Sessions thereby promoting Engagement Learning
- Completed one full IoT based in house project -Attendance Monitoring System

CERTIFICATIONS

AWS Academy Cloud Operations

AWS Academy Graduate • 2023

Networking Essentials

Cisco Network Academy • 2023

Machine Learning Foundations

AWS Graduate Academy • 2023

EDUCATION

Bachelor of Engineering in Computer Sceincce

Minor in Internet of Things • SRM Institute of Science and Technology • Chennai • 2025