

Soumil Biswas

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EDUCATION

Government College of Engineering and Ceramic Technology <i>Bachelor of Technology in Computer Science Engineering</i>	Kolkata, West Bengal <i>Aug. 2019 – May 2023</i>
Welland Gouldsmith School <i>ICSE - 91.5%</i>	Kolkata, West Bengal <i>Apr. 2007 – Mar 2017</i>
Welland Gouldsmith School <i>ISC - 90.5%</i>	Kolkata, West Bengal <i>Apr 2017 – Mar 2019</i>

PROJECTS

E-Certificate Verification in the Online Scholarship Process <i>MATLAB, Java</i>	Jan 2022 – May 2023
<ul style="list-style-type: none">Developed a prototype to revise the E-verification process of Scholarship Candidates Applying onlineImplemented an SIFT Fingerprint Scanning and Authentication Program in MATLAB with increased accuracyCreated an audiovisual Authentication program using MATLAB to verify both voice recordings and images with minimal delaysUsed Java to carry out base level public-private share generation and data hiding for securityProposed system should be faster, more efficient and robust than existing models	

CERTIFICATIONS

DJI Phantom 3 Flight Path Tracking, CDAC, Kolkata <i>Python, Django, HTML, CSS</i>	Jun 2022 – July 2022
<ul style="list-style-type: none">Created a Web Service to Map out the flight path of DJI Phantom Series DronesDesigned Preliminary Web Interface Using HTML and CSSImplemented Mapping function using Python's MAP LibraryUtilized the Django framework to connect the python back end with the web service	
J.P. Morgan Software Engineering Experience, Forage <i>Javascript, Node.JS, React</i>	Oct 2023 – Oct 2023
<ul style="list-style-type: none">Set up a local dev environment by downloading the necessary files, tools and dependenciesFixed broken files in the repository to make web application output correctly.Used JPMorgan Chase's open-source library called Perspective to generate a live graph that displays a data feed in a clear and visually appealing way for traders to monitor.	
Game Developer [Intern], Akiyam Solutions <i>Unreal Engine, Blueprint, Photoshop</i>	Jan 2023 – Jul 2023
<ul style="list-style-type: none">Interned on a Horror Game Project: Did you Scared; as UI/UX developerInterned on a Stealth Action Game Project: Assassin: The First List; as UI/UX developerCreated, designed and implemented User Interfaces for both Titles in Unreal Engine 5Curated, audited, and refined references and templates used to design the final user experienceAdded accessibility options and multi-language translations for all UI elements in more than 7 languagesDesigned the Menu layouts, 50+ weapon and inventory interfaces as well as player profile, statistics and multiplayer UI elements	

TECHNICAL SKILLS

Languages: Java, Python, C++, SQL, JavaScript, HTML/CSS, Blueprint
Frameworks: React, Node.js
Developer Tools: Git, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse
Services: Unreal Engine, Microsoft Azure, Adobe Premiere pro, Adobe Photoshop, Sony Vegas

SPOKEN LANGUAGES

English: Fluent; **Bengali:** Fluent; **Hindi:** Intermediate; **Japanese:** Basic