

Sumit Kumar

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EDUCATION

- **Jaypee University of Information Technology, Solan** Himachal, India
Bachelor of Technology (CSE) CGPA: 8.7 July 2019 - June 2023
Courses: Operating Systems, Data Structures, Analysis Of Algorithms, Machine Learning, Networking, Databases

SKILLS

- **Languages:** C++, python, C#, JavaScript, SQL, JAVA(basic)
- **Frameworks:** Unity, NextJS, TailwindCSS, Scikit, Pytorch, Blender, NodeJS (basic)
- **Tools:** GIT, VSCode, Visual Studio, Excel
- **Platforms:** Linux, Windows, Google-Colab
- **Soft Skills:** Leadership, Event Management, Time Management

EXPERIENCE

- **Amazon ML Summer School, 2022** Remote
Student Developer Intern July 2022 - Aug 2022
 - Learn about key ML topics like Supervised Learning, Deep Neural Networks, Dimensionality Reduction, and Unsupervised Learning
 - Link those concepts to practical techniques now had a deeper understanding of key topics within machine learning, augmented with a practical industry perspective
- **Venom Game Studio** Remote
Unity Intern June 2022 - July 2022
 - Chor-Police theme based 3D, TPS shooter Game for android using Unity
 - Used Photon PUN 2 for multiplayer networking logic and sync different events in unity
 - Created Animation Layers, Post-Processing Profile and Volumes for better visual in Game, implemented android new input system

PROJECTS

- **Tnp Portal for Placement purpose TNP Portal:** Next-JS, tailwindCSS, api,NodeJS, JSON Server (April 2022)
 - Developed a web app focusing on student information management and analysis with a consideration of overall achievements and activities
 - Developed a CRUD API for databases of Admin, student and job data.
 - It also give performance statistics of students from different platforms to one place. Integrated a public API to fetch information from different coding platform eg. LeetCode, CodeForces, SPOJ, InterviewBit
- **Computer Graphics Project CGProject:** C++, Linux (Nov 2021)
 - Created a 2D game using C++ language and SFML library
 - Learn about C++ SFML graphics, system and window
- **Online Whiteboard Whiteboard:** HTML, CSS, JS (July 2021)
 - Developed a simple web based online whiteboard for easing out online teaching in Covid-19 Time
 - Used JS to draw different shapes and strokes on 2d-canvas
- **Polygon FPS Game PolygonFPS:** Unity3D, C#, PostProcessing, Animation System (March 2021)
 - Developed a First Person Low poly interactive shooter game using Unity3D
 - Implemented various post-processing profiles, animation, sound effects, textures, etc

LINKS AND CERTIFICATIONS

- [Github](#)
- [LeetCode](#)
- [CodeChef](#)
- [HackerRank](#)
- [Kaggle](#)
- [LinkedIn](#)
- [Volunteer Hindi Teacher Certificate](#)
- [Git and Github Certificate](#)
- [Control Physics in C# Unity Certificate](#)
- [Python Data Structure Certificate](#)

VOLUNTEER EXPERIENCE

- **Volunteer Hindi Teacher** Remote
Hindi Teacher May 2021 - March 2022
 - VOLUNTEER for educating differently-abled people, completed 100 hours of teaching
 - Contribution towards COMMUNITY SERVICE, AUTISM AWARENESS empowerment of NEURODIVERSE students of SUNRISE LEARNING.