



Tathagata Dasgupta

Self-motivated and hardworking fresher seeking for an opportunity to work in a challenging environment to prove my skills and utilize my knowledge & intelligence in the growth of the organization.



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SKILLS

BLENDER

HTML

CSS

MYSQL

UNITY 3D

GAME DEVELOPMENT

WEB DEVELOPMENT

PROGRAMMING LANGUAGES

JAVA



C#



PYTHON



C



INTERESTS

AUGMENTED REALITY

VIRTUAL REALITY

CODING

EDUCATION

Graduation

Dr.B.C Roy Engineering College,Durgapur

08/2020 - 07/2024

9.18 SGPA

Bachelor Of Technology

Computer Science & Engineering

Class XII

Zoom International School

04/2019 - 04/2020

87.8%

Science

Physics, Chemistry, Math, Informatics Practices (IP) , English

Class x

Pranavananda Vidiya Mandir

04/2017 - 05/2018

79%

All Subjects

Physics, Chemistry, Math, Computer Application, English, Bengali, Geography, History & Civics

CERTIFICATES

Tata Imagination Challenge 2022 (11/2022)

https://drive.google.com/file/d/1ZmcgWKC2VKuphajnGMoL-clrawPtQaTi/view?usp=share_link

Flipkart GRiD 4.0 - Software Development Challenge (07/2022)

https://drive.google.com/file/d/11mzUk7jr1LkT5m6AqVRHnRLBzRf8aMpN/view?usp=share_link

PERSONAL PROJECTS

Augmented Reality In Education - AR Application (04/2022 - Present)

Use of Augmented Reality to enhance the education system. **Unity3D** & **Vuforia Engine (SDK)** software is used to create Augmented Reality apps and **Blender** for Modeling 3D sculpture. This app aims to convert any 2D dull image or text into a 3D lifelike visual.

Mount Ninja - 2D Platformer Game (06/2022 - Present)

Mount Ninja is a single player 2D Platformer Game. **Unity Game Engine** is used for making this Game.

ACHIEVEMENTS

1st Position in Inter College Innovation Idea

https://drive.google.com/file/d/1F0SeMKCOjCV23CiOPICrCy_Kdupe_Zx0/view?usp=share_link