

# Alok Kushwaha

## Links

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## Education

### B.TECH. IN CSE-IOT (2020-2024)

Dr. A.P.J. Abdul Kalam Technical University ABES  
Institute of Technology

### INTERMEDIATE (2019-2020)

S.V.M Inter Collage, JHANSI Percentage: 76%

### HIGH SCHOOL (2017-2018)

Jacob High School, JHANSI Percentage: 78%

## Skills

### LANGUAGES

C, Python, C++, HTML, CSS

### DEVELOPMENT

Frontend, UNITY3D, Augmented Reality, Virtual Reality, Game Development, IoT

### Technical Skill

Data Structure and Algorithms, DBMS, MySQL, GitHub, Spark AR, Lens Studio, WordPress, React (Learning)

## Project

### College Webpage

- ❑ Developed professional college webpage using HTML and CSS.
- ❑ Included comprehensive information on college's history, departments, faculty, courses, admissions, events, and student resources.
- ❑ Implemented responsive design for optimal viewing across devices.
- ❑ Created user-friendly navigation system for easy exploration.

### Digital Twin

- ❑ Developed digital twin of car manufacturing industry for accurate reflection of physical objects.
- ❑ Created a virtual-reality based application for enhanced visualization and analysis.

## Achievements/Awards

- | 2022 | InnoHacks2022   | Winner |
|------|---|--------|
| ❑    | Participated in a hackathon and developed a project called " <b>VIRTUAL REALITY MALL</b> " in collaboration with my team, where <b>I lead my team</b> . |        |
| ❑    | Conceptualized and implemented the ( <b>SHOPPrix</b> ) application, which brought the concept of a virtual reality mall to life.                        |        |
| ❑    | Showcased effective <b>teamwork, communication, and time management</b> skills throughout the hackathon.  |        |
| ❑    | Also Got PPO offer form <b>Vorphy</b>   |        |

- | 2022 | SIH 2022  | Winner |
|------|---|--------|
| ❑    | Participated in a <b>hackathon</b> and developed a project called " <b>AGASTYA The Ayurvedic Master</b> ".  |        |
| ❑    | Created a virtual reality solution using innovative technology to enhance the <b>learning experience</b> for <b>medical students</b> studying <b>Ayurveda</b> . |        |
| ❑    | Developed a platform that accurately simulates <b>actual surgical and para-surgical</b> procedures in a <b>virtual environment</b> .                            |        |
| ❑    | Showcased the ability to <b>apply technology in a meaningful way</b> to address real-world challenges in the healthcare field.                                  |        |

- | 2022 | Hacknovate 4.0   | Winner |
|------|--|--------|
| ❑    | Participated in a hackathon and developed an Android app called " <b>EDUMENT</b> " as an <b>individual/Team Lead</b>   |        |
| ❑    | Created an interactive Android app that provides an immersive experience with 3D imagery of <b>human body parts, the solar system, Chemistry, and history concepts</b> . |        |
| ❑    | Implemented engaging features that allow users to visually explore and interact with various subjects in an <b>interactive and educational manner</b> .                  |        |
| ❑    | Showcased <b>creativity, problem-solving skills, and a passion for leveraging technology</b> in the field of education.  |        |

## Experience

- ❑ Participated in **15+ hackathons**, demonstrating a passion for innovation and problem-solving. (**2020-now**)
- ❑ Instructed Juniors and do webinar in ABESIT college on SPARKAR as a **campus ambassador (2021-2022)**