Utkarsh Mishra

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SUMMARY

I am primarily interested in Game Development, Applied Mathematics and Data Science. Scope of my projects also include Computational Linguistics.

EXPERIENCE

HR Real Value, Ghaziabad   *June 2017 - Jul 2017*
Developer

INMAS, DRDO   *June 2016 - Aug 2016*
Game Designer and Developer

Institute of Informatics and Communications, Delhi University   *June 2015 - Jul 2015*
Web Game Developer

PROJECTS

Office Virtual Environment   *June 2016 - Aug 2016*

To An environment to train soldiers, analyse general people and analyse their reflexes speed in a virtual environment, complete the given tasks and record their response time.

Price Prediction Model   *June 2017 - Jul 2017*
To predict the pricing of real estate buildings in Delhi NCR.

Solar Powered Trash Can   *Oct 2015 - Oct 2016*
(University Funded Project)

To design an eco-friendly and hygienic trash can which detects humans and open latch automatically, solar powered keeps it energy efficient.

Text Categorisation: Naive Bayes Classifier   *Feb 2017 - May 2017*
To classify documents(documents, image containing text, etc) using Naive Bayes approach.

Game of Life: Visual Representation   *Mar 2015 - Apr 2015*

To implement 2D representation of Conway's Game of Life in VPython.

Game of Quatrainment   *Sep 2014 - Nov 2014*

To implement Game of Quatrainment in Matlab GUI.

EDUCATION

CLUSTER INNOVATION CENTRE, UNIVERSITY OF DELHI
B.Tech | Exp. May 2018
Aggregate Marks(Till 6th Semester): 81.13%
Majors: Information Technology and Mathematics
Minors: Electronics and Embedded System

12th, CBSE BOARD from Radha Madhav Public School, Bareilly, U.P.
Marks: 91.2%

10th, CBSE BOARD from Radha Madhav Public School, Bareilly, U.P.
CGPA: 8.2

COURSEWORK(UNDERGRADUATE)

Linear Algebra, Discreet Mathematics, Probability and Statistics, Data Structures, Algorithms, Computational Linguistics, Automata, Ordinary Differential Systems, Partial Differential Equations, Calculus, Operating System, Data Modelling and Design, Data Communication and Networking, Numerical Methods, System Architecture.

SKILLS

Scientific Computing, UI Design, Web development

Languages:
Python, C, C++, C#, MATLAB, R

Operating Systems:
Linux, Windows, macOS

Softwares:
Sublime, Unity, Arduino, Blender

WORKSHOPS

Gamelab Workshop, ZMQ (Designing prototype for social games)   *Nov 2015*
Presented Gaming Workshop on Unity 3D, CIC, DU   *Aug 2016*