

# UTKARSH MISHRA

I am primarily interested in Game Development, Applied Mathematics, Machine Learning and Data Science. Scope of my projects also include computational linguistics

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## EXPERIENCES

### HR REAL VALUE, GHAZIABAD

*Developer*

*June'17- Jul '17*

### INMAS, DRDO

*Game Designer and Developer*

*June'16 - Aug'16*

### IIC, UNIVERSITY OF DELHI

*Web Game Developer*

*June'15- Jul'15*

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## PROJECTS

### OFFICE VIRTUAL ENVIRONMENT

*Analyse and obtain data from people's performance in the environment and use it to analyse and research.*

*June'16- Aug'16*

### PRICE PREDICTION MODEL

*Predict pricing of real estate buildings in Delhi-NCR.*

*June'17- Jul '17*

### TEXT CATEGORISATION USING NAIVE BAYES

*Document Classifier using Naive Bayes Approach*

*Feb'17- May'17*


### SOLAR POWERED TRASH CAN (UNIVERSITY FUNDED PROJECT)

*Designed an eco-friendly trash can which is hygienic and power efficient.*

*Oct'15- Oct'16*

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 @Utkarsh-Mishra-CIC

 @utkarsh-mishra

 utkarsh-mishra-cic.github.io

## EDUCATION

Cluster Innovation Center,

University of Delhi:

Bachelors of Technology: 81.13%

Majors: IT and Mathematical

Innovations

Minors: Electronics and Embedded

Systems

AISSCE - CBSE: 91.2%

AISSE - CBSE: 8.2 CGPA

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## SKILLS

Scientific Computing

UI Design

Web Development

Languages: Python, C,C++,C#,

MATLAB,R

OS: Linux, macOS, Windows

Softwares: Unity3D, Sublime,

Arduino, Blender