Aditya Mishra

+91-6394461208 adityarakeshmishra@gmail.com aditya.2125csai1036@kiet.edu **aditya29mishra** adityamishra29

Education

•KIET Group of Institutions, Ghaziabad *Oct 2021 – Present*

B.tech CSE AIML

•MG convenvt school *Apr 2019 – Jul 2020*

CBSE, UP

Experience

•Intern at TIH iHUB Drishti *July 2024 – October 2024*

- Contributed to 3+ projects and analyzed 3 research papers, developing and optimizing AR/VR solutions in **C#** and **Unity**, with functionalities such as bounding box visualization, plane detection algorithms, socket interactions, and wire physics simulations, ensuring seamless integration with Android SDKs and APIs.
- Applied 4+ technologies, including Visual-Inertial Odometry **(VIO)**, **Augmented Image Tracking**, **SLAM**, and **plane detection algorithms**, leveraging Unity's **XR Toolkit**, **UI Toolkit**, and **Blender** for precise modeling and design.
- Collaborated with 3+ interdisciplinary teams, troubleshooting and refining solutions while learning advanced localization techniques, AR precision methods, and effective debugging strategies.

Personal Projects

• 3D Chess Game (.Net , c# ,blender , Unity3D) *Feb 2024 – March 2024*

- Designed a visually stunning 3D chess game modeled in Blender 3D the Unity game engine.
- Established a robust s**erver-client architecture** in .NET for **online multiplayer**, enabling seamless competition between up to 2 players.
- **Leveraged OOPs** principles to ensure code clarity, maintainability, and scalability for future enhancements.resulting in a 30% reduction in code complexity and a 20% increase in development efficiency

•Tagore Hostel (FPS Game) (Unreal Engine , c++) *Aug '2023 – Sep '2023*

- Developed a first-person shooting game using Unreal Engine. Built a detailed environment replicating a real-world hostel with 3 unique floors (using **Blender** for modeling and **Substance Painter** for texturing).
- Created a running character animation and Utilized Unreal Engine's shooting mechanics
- Incorporated a **Unreal shooting mechanic** , challenging players to locate and shoot 3 concealed targets within a time limit.

•+1 Dimension (HTML ,CSS ,ARCore ,Android ,Unioty3D , c#) *Apr '2023 – Mar '2023*

- Engineered 3D property models and animated avatars enable users to navigate through virtual reality for immersive property exploration.
- Spearheaded the creation of 100+ customizable room layouts and furniture configurations using Unreal Engine, enhancing user engagement and personalization
- Designed and implemented C# scripts to enable seamless movement and interaction of avatars within the VR environment & **3d gamified view** , enhancing **user control** and immersion.
- Contributed to the development of a mobile application utilizing **marker-based AR** technology, allowing users to visualize 3D animated buildings overlaid onto real-world locations for enhanced property understanding.

Certifications

•Certified completion of Data Structures and Algorithms (DSA) course, showcasing proficiency in core data structures and algorithms via LinkedIn Learning courses

•Attained expertise in C++ programming covering syntax, variables, pointers, functions, classes, and templates via LinkedIn Learning courses.

Positions of Responsibility

•Directed and facilitated hands-on learning experiences in **3+ boot camps**, empowering over 100 aspiring developers to delve into Game Development, AR/VR, and Unity 3D with practical skills and industry insights.

Achievements

•Winner InnoHacks'23 hackathon *May '2023*

•Winner Innotech'22 KIET annual Technical Fest *Nov '2022*