Aditya Mishra

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EDUCATION

•**KIET Group of Institutions, Ghaziabad**   *Oct 2021 - Present*
B.tech CSE AIML   CGPA/Percentage: 7.6

•**MG convenvt school**   *Apr 2019 - Jul 2020*
Board of Secondary Education, UP   CGPA/Percentage: 76.4

EXPERIENCE

•**Intern at TIH iHUB Drishti**   *July 2024 - Present*
  – Engineered AR/VR applications using **Unity, C#, and ARCore**, focusing on real-time performance improvements, optimization, and seamless integration with the **Android platform**. Applied techniques such as GPU/CPU optimization, memory management, and frame rate stabilization for both mobile and VR systems. .
  – Researched and implemented **4+** advanced AR/VR methodologies, including localization**,** spatial mapping, and navigation, to develop interactive and immersive XR experiences. Utilized shaders, physics simulations, and **ARCore SDK** to create enhanced user interactions.
  – Collaborated with **3+** interdisciplinary teams, troubleshooting and designing interactive components and UI/UX interfaces. Leveraged skills in Unity's **UI Toolkit**, 3D asset integration (**Blender**), and animation systems to improve user engagement

PERSONAL PROJECTS

• **3D Chess Game**   *Feb' 2024 - Present*
  – 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)**   *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**   *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.

TECHNICAL SKILLS AND INTERESTS

Languages: C#, C++,.Net,python
Developer Tools: Android Studio, Unity, Unreal Engine , Blender 3d, Substance painter
Frameworks: Android, Android Architecture Components , .net Game library
Areas of Interest:Game Development

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*