

# Aditya Mishra

☎ +91-6394461208   ✉ adityarakeshmishra@gmail.com   ✉ aditya.2125csai1036@kiet.edu   🌐 aditya29mishra   📄 adityamishra29

## EDUCATION

- **KIET Group of Institutions, Ghaziabad** july 2025  
*B.Tech CSE AIML* CGPA: 7.4
- **MG convent school** July 2020  
*Board of Secondary Education, UP* Percentage: 74.8

## EXPERIENCE

- **Intern at TIH iHUB Drishti** July 2024 - October 2024
  - Developed and optimized high-performance AR/VR software solutions in **C#** and Unity, ensuring efficient integration with **Android SDKs** and **APIs** across **5+ projects**.
  - Leveraged **OOPs**, **DSA**, and **multithreading**, while integrating **REST APIs** and real-time data streaming solutions, resulting in faster execution and data synchronization speeds between mobile applications and **cloud-based services**.
  - Collaborated with 3+ interdisciplinary teams, troubleshooting and refining solutions while learning advanced localization techniques, AR precision methods, and effective debugging strategies.

## PERSONAL PROJECTS

- **AM Music App ( Android , MVVM ,API )** February 2024 - March 2024
  - Built a music streaming app in Kotlin using **Jetpack Compose** to design intuitive UI screens, integrated with **Exoplayer** for seamless background music playback of 1000+ tracks.
  - Leveraged **Retrofit** for robust integration with the **Spotify API**, enabling real-time streaming and access to millions of songs, while using **Firebase** for scalable, real-time synchronization and user authentication, managing 1000+ active profiles.
  - Implemented **Paging 3** to manage infinite scrolling and fast data retrieval, optimizing the loading of large datasets with minimal latency for 5000+ tracks.
  - Applied **Hilt** for managing over 20 dependencies, utilized **Kotlin Coroutines** for concurrent processing of asynchronous tasks.
- **3D Chess Game (Unity3d , Blender , c# , .Net , Network)** January 2024 - February 2024
  - Conceptualized and crafted an impressive 3D chess game, utilizing Blender 3D for detailed asset creation and the Unity engine for smooth, immersive gameplay.
  - Designed a **server-client architecture** using **.NET**, facilitating seamless online multiplayer for real-time, competitive gameplay between 2 players.
  - Refined the codebase through **OOPs principles**, enhancing clarity, scalability, and maintainability, resulting in a 30% complexity reduction and a 20% boost in development efficiency.
- **AM-Notes App (Kotlin)** April 2022 - May 2022
  - Created a note-taking application enabling effortless note creation, editing, and organization. Integrated a **3-tier priority system** (high, medium, low) for effective note categorization.
  - Implemented data storage and synchronization using **DAO**, achieving a 99.9% success rate in synchronization.
  - Embedded an advanced **search function** to efficiently locate notes based on keywords, titles, or tags.

## 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

### Facilitated and Mentored

- Led and facilitated hands-on learning experiences in **3+** immersive Android development **boot camps**.
- Equipped over **100+ aspiring developers** to delve into the world of Android development.
- Empowered aspiring Android developers with practical skills and industry knowledge, guiding them to build **5+ basic functional applications** and launch their mobile development journey

## ACHIEVEMENTS

- **Winner** Kumbh Mela Hackathon by IIITA(2024)
- **Winner** InnoHacks'23 hackathon
- **Winner** Innotech'22 KIET annual Technical Fest