Aditya Mishra

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EDUCATION

•**KIET Group of Institutions, Ghaziabad**   *july 2025*
  B.Tech CSE AIML   CGPA: 7.4

•**MG convenvt 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