



Akash Bagchi

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Profile

- Computer Science undergraduate with a strong foundation in Software Development and User Experience Design.
- 2+ years work experience.
- Looking to pursue a graduation course to contribute to cutting-edge work in Interaction Development & Design, and Web & Mobile development.

Experience

PRODUCT DEVELOPMENT ENGINEER, LAKEEL INC; *TOKYO, JAPAN – DEC 2023 - PRESENT*

- Front-End Developer in the Visual Mosaic Team for Component Studio, LaKeel's premier low-code visual development environment, charged with development of custom UI Components, feature expansion and maintenance. Additionally involved in support for the AI screen generation function "AI Navigator".
- Conducted design reviews and established UI/UX guidelines for several internal products, reducing the occurrence of usability-related inquiries and issues by 60%. Currently part of the core team creating the standard design system for LaKeel's products
- Developed and maintained the Leave Management Chatbot API, used company-wide, resulting in a 75%+ decrease in internal miscommunication around absences and personnel management.

SAP SD INTERN, CARL ZEISS INDIA; *BANGALORE – JAN 2023 - JUN 2023*

- Trained as an SAP Sales & Distribution consultant, customizing SAP Enterprise software for a global industry leader.

UUX INTERN, ELEKTROBIT AUTOMOTIVE; *BANGALORE, INDIA – JAN 2022 - APR 2022*

- Developed a QML language parser using Python, streamlining the static analysis of vehicle HMI software, reducing analysis time by 50%.
- Worked with a cross-functional team in an Agile environment.

STUDENT MENTOR, DAYANANDA SAGAR UNIVERSITY – JAN 2021 - JUN 2021

- Mentored my peers and juniors in the Special Topics - "Fundamentals of C" programming course.

Education

DAYANANDA SAGAR UNIVERSITY, BANGALORE, INDIA – Bachelor of Technology in Computer Science, 2023

- **GPA: 3.742/4 (8.73/10 CGPA)**

Test Scores and Certifications

- **TOEFL iBT: 117/120** (Reading: 28, Listening: 29, Speaking: 30, Writing: 30)
- **JLPT N3 Certification** (Japanese Language Proficiency Test)

Projects

- **Accessible Video Game for Children with Autism Spectrum Disorders**
Developed a Unity3D video game aimed at providing an enriching and educational experience to children with ASD, highlighting UX that give consideration to the accessibility needs of children with an ASD.
- **Mental Health Assistance Chatbot**
Implemented a chatbot using Machine Learning, achieving a ~80% response accuracy.
- **Student Resources Web Portal**
Dynamic website containing student-curated resources and study materials.
- **CoffeeHouse UX Design Project**
UX Design project, involving UX Research, Ideation, Wireframing, Prototyping, and Interaction Design.

Publications

- **Building Accessible Video Games for Children with an Autism Spectrum Disorder, IEEE; 2023 Fifth International Conference on Electrical, Computer and Communication Technologies (ICECCT)**

Skills

- **Languages:** Typescript, Javascript, Python, C, C#, Java, PHP
- **Frameworks:** VueJS, React, Flask, Bootstrap, Tensorflow, NextJS, Element-Plus & Element-UI
- **Database:** SQL, MongoDB, Postgres
- **Others:** Git, Postman, Linux, Github & Gitlab, Figma, Axure, Docker, Logic Pro, and more

Achievements & Leadership Positions

- Graduation project "Building Accessible Video Games for Children with an Autism Spectrum Disorder" selected for KSCST state funding
- One of 28 graduation projects to be selected for the DSU Computer Science Engineering department's "Project Expo 2023" to be showcased to industry experts and juniors
- Student Council Representative for the 2023 CSE-A batch
- Head Student Co-ordinator for the DSU Music Club "Melomanie", where I organized and hosted several events.

Languages

- **English, Bengali, Hindi** - Native proficiency
- **Japanese** - Intermediate proficiency