

AMBAR MISHRA



CAREER OBJECTIVE

- Motivated computer science student seeks challenging software development job, utilizing technical knowledge, creativity, and problem-solving skills in a dynamic, collaborative environment for growth and impact.

EDUCATION

1) BACHELOR'S DEGREE (COMPUTER SCIENCE) (Present)

- United College Of Engineering And Research
- Current Result:** 78.66 percentage

2) SENIOR SECONDARY SCHOOL

- Aatmdeep Vidyalaya
- Result:** 74 percentage

WORK EXPERIENCE

1) INTERNSHIP IN DEPARTMENT OF IT

- I was in charge of developing the smartphone applications Khelo Prayagraj and Padho Prayagraj. As an intern, I worked on a variety of initiatives to help Prayagraj City grow.
- Ministry of Housing and Urban Affairs**

2) PROJECT-BASED WORK

- Worked on Microsoft-Suite as a freelancer.
- Poster Designing on demand.

3) CONTENT DEVELOPMENT

- YouTube Gaming Videos with **3,000 Subscribers**.
- Held several events on Discord with **1000 Participants**

4) ORGANISER

- Conducted Gaming event named United Premier League.
- Casted the Gaming Event of Vayam 2.0 on YouTube.
- Venue Planner of United Youth Parliament.
- College Co-Ordinator of National Service Scheme for year 2022.

CERTIFICATION

1) GETTING STARTED WITH PYTHON

- From University of Michigan
- Grade: 98%**

2) PYTHON DATA STRUCTURE

- From University of Michigan
- Grade: 99%**

3) GOOGLE DATA ANALYTICS

- From Google
- Includes " Foundation, Data Driven Decisions, Data Exploration, Cleaning Data, Analyzing Data, Visualization, Analysis with R, Case Study

4) CYBER INCIDENT RESPONSE

- From Infosec
- Grade: 100%**

ACHIEVEMENTS

1) WINNER SMART INDIA HACKATHON 2022

2) INTERNATIONAL UNESCO-India-Africa Hackathon 2022

3) WINNER ZONAL LEVEL 2022

4) WINNER UHACK HACKATHON 2022

5) FIRST RUNNER-UP PRIMATHON 2023

6) FIRST RUNNER-UP MANDAL LEVEL 2023

7) FIRST RUNNER-UP ZONAL LEVEL 2023

8) FIRST RUNNER-UP STATE LEVEL 2023

SKILLS

1) LANGUAGES

- Python, C++, C, HTML, CSS, JavaScript, Dart , PHP

2) DESIGNING TOOLS

- Canva, Figma, PicsArt

3) SOFT SKILLS

- Time Management, Leadership, Team Work, Problem Solving, Adaptability, Networking, Creativity

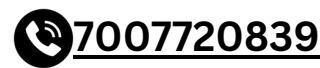
4) TECHNOLOGIES

- Flutter, Numpy, Pandas, Matplotlib, Windows, Tableau, Sql, Git, GitHub

5) HOBBIES

- Teaching, Robotics, Internet of Things, Assembling CPU, Caricature

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PROJECTS

1) NASA SPACE APP CHALLENGE 2023 (AQUALEARNER)

- The project proposes an application to educate school students about the Earth's water path and climate change's impact on freshwater sources. The application uses data visualization and interactive storytelling, features educational lessons, quizzes, and an AI-powered chatbot. Local initiatives are being implemented to raise awareness at elementary and middle schools, with flyers posted in public places to engage the public.
- **Technology Stack:** Flutter, Canva, Figma, PHP, MySQL, Dart, Google API, ChatGpt API, NASA SWOT Satellite Data
- **Winner and Global Finalist of Nasa Space App Challenge.**

2) COMPANY PROPERTIES ALLOTMENT TRACKING TOOL

- Company Properties Allotment Tracking is a mobile app that streamlines property allotment management, providing real-time inventory, request processing, and occupancy tracking, enhancing transparency and efficiency.
- **Technology Stack:** Flutter, PHP, MySQL, Dart, ChatGpt API.
- **First Runner-up at PRIMATHON Hackathon 2023 by PRIMUS Tech Systems and Inter Institutional Inclusive Innovations Center.**

3) EDUNITED

- EdUnited is a mobile application for college students, providing study materials, guides, and previous year papers to enhance learning and promote technology utilization for academic success.
- **Technology Stack:** Flutter, Dart, Google Database
- **Live on Play Store.**

4) VIRTUAL REALITY IN EDUCATION

- The project utilizes Virtual Reality (VR) in education to revolutionize traditional learning methods, allowing students to explore and absorb knowledge in dynamic environments, showcasing the transformative impact of technology on education.
- **Technology Stack:** Maya, Blender, Unity, Oculus Meta Quest
- **Winner at Technovanza (College Project Exhibition), showcased at Allahabad University model exhibition.**

5) TRINETRA

- Developed 'TriNetra,' an assistive technology project using ultrasonic sensors, Arduino Nano microcontrollers, and C++ programming to provide real-time audio feedback for visually impaired individuals, aiming to enhance their quality of life.
- **Technology Stack:** C++, Arduino Nano, Ultrasonic Sensors
- **Winner at UHACK 2022, First Runner-up Mandal Level, First Runner-up Zonal Level**

6) SONE KA TINKA

- The project aims to reduce stubble burning by repurposing agricultural stubble into biodegradable cups and plates, and converting used plates and cups into high-quality vermicompost, demonstrating sustainability and creative problem-solving.
- **Winner Smart India Hackathon 2022**

7) ATTENTION-DEFICIT/HYPERACTIVITY DISORDER DETECTION GAME

- "ADHD Detect: Identifying the Unseen" is a groundbreaking project utilizing technology to identify individuals with ADHD, improving understanding and support for the condition.
- **Technology Stack:** HTML, CSS, JavaScript
- **Finalist at UNESCO-INDIA AFRICA Hackathon 2022.**

8) WEB EXTENSION FOR SPECIALLY ABLED

- The "Web Extension for Specially Abled" project aims to create a more accessible and inclusive digital environment for individuals with special needs by providing tools and resources for ease and independence.
- **Technology Stack:** HTML, CSS, JavaScript
- **Finalist at UNESCO-INDIA AFRICA Hackathon 2022.**

9) VIRTUAL ZOO (CURRENT)

- The project aims to create a virtual zoo that showcases holograms of flora and fauna, showcasing complex ecosystems worldwide, and can be used in schools, museums, and ministries for educational sessions using pre-recorded videos of teachers.
- **Technology Stack:** Blender, Unity, Flutter, Paint 3d, Dart, ChatGpt API.
- **Winner Smart India Hackathon 2023 internal Hackathon.**

10) PIKACHU ROBOT

- Built a dynamic robot at Techkriti 2021, showcasing its capabilities in "Manoeuvre Robogames." It was controlled via a remote, showcasing advanced technology and user-friendly interaction, showcasing dedication to robotics.