

Pradyumn Kumar Upadhyay

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EXPERIENCE :

- (From 06 / 2019 – 08 / 2019) **Android Application Development Intern at Cusp Studios , Gurugram, Haryana .**
My responsibilities were :
 - Worked on native android application in for a food ordering service that delivers breakfast , lunch and dinner to users according to their will.
 - Worked on the structure of database along with the backend developers.
 - I also integrated Payment gateway in the application which let's its users to directly recharge in the app's wallet through the app.
- (From 04 / 2019 – 06 / 2019) **Android Application Development Intern at RIDOBIKO Solutions Pvt. Limited, Gurugram, Haryana .**
My responsibilities were :
 - Worked on backend API's in PHP to fetch data from server in app.
 - Worked on native android application in java for bike on rent service where users can lend their bikes to the company and earn.

EDUCATION :

- **B.Tech in Computer Science & Engineering (2016 – 2020)**
from **Govind Ballabh Pant Engineering College, Okhla, Delhi.**
GPA(Current) : 73.29%
- **Class 12th (2016) from Rajkiya Pratibha Vikas Vidyalaya, Sector - 11, Rohini, Delhi.**
GPA : 93%
- **Class 10th (2014) from Rajkiya Pratibha Vikas Vidyalaya, Sector - 11, Rohini, Delhi.**
GPA : 9.8/10

TECHNICAL SKILLS & TOOLS:

- Android application development
- Hybrid application development with Flutter
- Java
- Python
- C \ C++
- Firebase

PROJECTS :

- **Empasse News Application for Android.**
 - User can see different types of news by scrolling to different sections.
 - Used **NewsAPI** to fetch news in application.
 - Also worked on it's **UI/UX** .
- **Self learning TIC-TAC-TOE AI Game in Python.**
 - Used basic principles of **Reinforcement Learning**.
 - This AI can be trained in 3 ways:
 - By playing against itself **AI vs AI**.
 - By playing against a human player. **AI vs Human**.
 - By learning from analysing a **human vs human** game.
- **CHATOWI Android LAN Chat Application.(Formerly WALKY_TALKY)**
 - Developed a runtime server to which client gets connected using sockets.
 - Client's search for active servers on LAN or manually enter Server's IP address & port number to establish a connection.
 - User can either broadcast a text message to every other user on the server or can send direct message to another user by typing the username.
- **WEATHY Android weather information application.**
 - Used **openweathermapAPI** to fetch weather information of any city of the world. User have to type the city name in the search box and then it shows the current weather information of that city to user.
- **MultiClient-Server Game Architecture in Python.**
 - Used python TCP sockets to establish a connecton between client and game server.
 - Used **pygame** module of Python for game events and rendering screen.
 - As client makes a move , it's events are sent to game server and all rendering calculations are then done on server and then server broadcasts the new values of sprites to all the active clients.
- **The Space Shooter Game in Python.**
 - Multi-platform arcade game using **pygame** module of Python.
 - Used Sprite animations for bombings, shootings and collisions.
- **Basic Paint Application in Java.**
 - Used Java **Applets** with mouse's clicks listeners .

Other Skills :

- **UI designing in Figma .**