

Chitram Dasgupta

Kolkata, India

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Education

- **B.Tech Computer Science and Engineering** **9.73 SGPA(6th Sem)**
Calcutta Institute of Engineering and Management **2019–2023**
- **AISSCE** **81.2%**
Delhi Public School, Ruby Park **2019**
- **AISSE** **CGPA 10**
B.D.M.International **2017**

Technical and Personal skills

- **Programming Languages:** C, C++, Java, C#, Python, JavaScript, Dart
- **Industry Software Skills:** Linux, SDL2, Unity Game Engine, Numpy, Pandas, Scikit-learn, Matplotlib, Tensorflow, Keras, Streamlit, React, Redux, Node.js, Express, MySQL, Flutter, LaTeX, Git
- **General Business Skills:** Excellent communication and presentation skills and can work well in a team

Notable Projects

- **Catch and Pass** [Link](#)
Cross-platform mobile game written in **C#** using the **Unity** Game Engine and published on the **Play Store**
- **Flyer** [Link](#)
Cross-platform mobile application written in **Dart** using **Flutter** and published on the **Play Store**. This app aggregatess news articles from an **API** endpoint and displays it in an efficient manner
- **Tintin Tribute Website** [Link](#)
Website written using **React** in a **mobile-first design paradigm** and deployed on **netlify**
- **Graphical Data Analysis of Movie Theatres in India** [Link](#)
Data analysis of movie theatres in India using **Numpy**, **Pandas** and **Matplotlib**. The **reactive** webpage made using **Streamlit** and hosted on the **heroku** cloud platform
- **Game of Life: 2D Cellular Automata** [Link](#)
Implementation of mathematician **John Conway's Game of Life** to demonstrate **Cellular automata** in 2 Dimensions using the **C** programming language and the **SDL2** multimedia library

Interests and Extra-Curricular Activity

- Won 3rd prize at the 2019 alpha library spelling competition
- Participating in swimming competitions and playing the acoustic guitar