Aishika Das

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Leetcode: leetcode.com/im_aishika/

WORK EXPERIENCE

Indian Institute of Technology, Kharagpur

INTERNSHIP   **MAY - NOV 2021**

- Worked under the guidance of Dr. Kaushal Kumar Bhagat on a couple of AR/VR projects.

ACADEMIC HISTORY

St.Stephen's School

INDIAN CERTIFICATE OF SECONDARY EDUCATION   **2007 - 2016**

- Grade: 93.2%

INDIAN SCHOOL CERTIFICATE   **2016 - 2018**

- Stream : Science (PCMB)
- Grade: 91.25%

Kalinga Institute of Industrial technology

BACHELOR OF TECHNOLOGY (B.TECH)   **2019 - 2023**

- Branch: Computer Science and Engineering
- Current CGPA: 9.63

PROJECTS

Bladers Multiplayer - C# & Unity Game Engine (SaaS)

- Developed a Multiplayer beyblade game with my team, currently with 500K+ downloads.

CodAR - Vuforia, C# & Unity Game Engine

- An AR, serious-game designed to teach basic programming using computational thinking.

SKILLS

Languages:
C++, Java, C#

Technologies:
Unity Game Engine, Augmented Reality, Virtual Reality, Google Firebase

Concepts:
OOP, Data Structures, Algorithms, OS, CN

INTERESTS

Machine Learning,
Deep Learning,
Competitive Programming

AWARDS & PARTICIPATIONS

WAVR Hackathon 2021, IIT BBSR - 2nd
Winners of IGDC 2021 (Student Game)
Winners of SGS&C 2021 (Student Game)

ORGANIZATIONS

AR/VR Coordinator at E Labs KIIT