CURRICULUM VITAE

KRISHNASIS MANDAL

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CAREER OBJECTIVES:

Aspiring game and software developer, wanting to bring a change to this existing world paradigm. Seeking to apply my technical skills to bring value to the project assigned, and also to myself.

EDUCATIONAL QUALIFICATION:

Degree/Examination Name	Year Of Passing	Name of Institute/University	Percentage/ Grade(Till date)
Bachelors in Computer Application	2019	Institute of Engineering and Management [Maulana Abul Kalam Azad University of Technology]	8.61
Council for the Indian School Certificate Examinations – ISC	2016	Calcutta Boys' School	89%
Council for the Indian School Certificate Examinations - ICSE	2014	Calcutta Boys' School	88%

TECHNICAL SKILLS:

- Certified Java EE Developer from Oracle Academy Certified Institution.
- Participated in Ludum Dare 39 – Game Jam. Developed a game that uses the gyroscope of the phone.
- Completed Data Analytics with Python certification program from NIVT.

ACHIEVEMENTS & AWARDS

- Winner of Game Development event during Concord 2015, hosted by the Calcutta Boys' School.
- International rank of 2 in an online quiz hosted by Miniclip.
- Top 500 in Ludum Dare 39 and 60th in the innovation category, out of 5000+ participants Internationally.
- 3rd, 2nd, and 1st medals in PowerPoint presentation event hosted by Our Lady Queen of the Mission School for three consecutive years respectively, and 1st prize in mock celebrity onstage event hosted by the aforementioned school.
- Special Mention in IEM MUN 2015.
- Presented Research Paper at IEMIS 2018.

AREAS OF INTEREST

Game Development, Data Structures & Algorithms, Android App Development, Web Application Development, Machine Learning, Natural Language Processing, Virtual Reality, Desktop App Development, Computer Graphics, 3D Modelling, Graphic Designing, Open Source Software, Augmented Reality.

ROLES

- Head of technical support team of the Calcutta Boys' School during 2014-2016.
- Head of Graphics Design and Web Development team during IEM MUN 2017 and IEM MUN 2018.
- Video editor of Innovacion 2017, and IEM MUN 2016.
- School Prefect of the Calcutta Boys' School during 2015-2016.
- School Representative of the Calcutta Boys' School during Chiaros Quro 2015 event, hosted by Our Lady Queen of the Missions School, Kolkata.

COMPLETED PROJECTS

Ladder – Android Game

<u>Role</u>
Programmer and Designer. Included making 3D model for the game, designing the 2D graphics such as buttons, UI, etc. Also in charge of programming the game mechanics and behaviors. Programmed using C# as the scripting language in Unity 5.3 Environment.

Alfaload – Android and Web App

<u>Role</u>
Programmer.
Developed the core algorithm for the application. In charge of developing the front end of the Android application. Designed elements such as buttons and the UI. Also, in charge of managing the database. Developed REST APIs for the android application to communicate with the server. Also, developed www.alfaload.com using PHP, HTML, and CSS.

FIFA Game Patches

<u>Role</u>
Developed patches for the game, FIFA during 2012-2014 to include Indian teams and the school team into the game. A hobby project, done just for fun.

ONGOING/INCOMPLETE PROJECTS

BCA Minor Project - Summarizer
An application for the education sector, which allows the user to look up summaries for a given topic. Uses a novel summarization algorithm. Also supports of summarizing text on images, using OCR.

Realtime Website Generator
An application that generates a webpage from a given layout in real life. The layout is made on a white board using pieces of colored paper, and then the website is generated from a snapshot of the same.

Image Filtering Application
An application utilizing the powerful image processing capabilities of python to create image filters that are appealing and fun to look at.

Other Projects
• A simple search engine using PHP,
• A toy web browser using Java,
• Basic handwriting classifier using machine learning,
• Multiplayer game development using Unity,
• A VR application that translates real world movement into in game parameters, so the user can run in a beautiful setting in the comfort of his home,

Unsupervised Summarization Approach of Micro-Blog Data
IEMIS 2018

Authors: Prof. Abhishek Bhattacharya, Prof. Soumi Dutta, Krishnasis Mandal.
Presenter: Krishnasis Mandal.

A novel algorithm that performs cluster based summarization to extract information from both ends of the spectrum. Clustering allows the resultant summary to be polarized.

PROGRAMMING LANGUAGES/TECHNOLOGIES

Java(SE, EE, FX, Android), C, C++, C#, PHP, SQL, HTML, CSS, Javascript, JQuery, Python, Visual Basic, Assembly, Git, Django Framework, Unity 5.

LANGUAGES KNOWN:

Language	Read	Speak	Write	Proficiency
English	✓	✓	✓	Proficient
Hindi	✓	✓	✓	Proficient
Bengali	✓	✓	✓	Native

PERSONAL DETAILS:

Nationality: Indian

Date of Birth: 22nd July, 1997

Social Networks:

GitHub: https://github.com/krishnasism
LinkedIn: https://linkedin.com/in/krishnasis

DECLARATION:

The information provided is true to the best of my knowledge.