

# Manan Tyagi

## Computer Science Graduate

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Location: Visakhapatnam, Andhra Pradesh, India

A creative and enthusiastic engineering student from Vellore Institute of Technology. Experienced in graphics and UI/UX designing, Java, Android, and game development in Unity. The ultimate career goal is to work as a senior software developer in a reputed company.

## EDUCATION

### 1. CSE, B.Tech

Vellore Institute of Technology, Chennai

07/2016 – Present CGPA: 8.09

### 2. Class 12<sup>th</sup>

Kendriya Vidyalaya No. 1, SVN, Vizag

2014 – 2016 Percentage: 91.8%

### 3. Class 10<sup>th</sup>

Kendriya Vidyalaya Ballygunge, Kolkata

2013 – 2014 CGPA: 10

## SKILLS

- Java ★★★★★☆
- Unity ★★★★★☆
- Android ★★★★★☆
- InVision Studio ★★★★★☆
- Adobe XD ★★★★★☆
- C++ ★★★★★☆

## WORK EXPERIENCE

### 1. Freelance Android App Development

02/2021 – Present Work from home

Taj Holiday Village Resort & Spa, Goa

A hotel in Goa.

#### Achievements/Tasks

- Built an Android app using Firebase to facilitate hotel staff to report any concerns, and also track and close those concerns.
- Also has the feature to view and download reports of active and closed concerns in Excel format on one button click.

### 2. Game Development Internship

05/2019 – 06/2019 Bangalore

#### KnowledgeLens

A game development company that also develops industrial usage applications using Machine Learning and Artificial Intelligence.

#### Achievements/Tasks

- Worked on an augmented reality (AR) application to be deployed for industrial usage for remotely monitoring machine health and working, designed to compete with the existing SCADA systems.
- Developed the UI/UX for the app, which was appreciated by the team, the client, and the company CEO.

# PERSONAL PROJECTS

## 1. Yellow Pages (02/2021 – Present)

- A professional Android app requested by a hotel in Goa to facilitate issues reporting and tracking. The app is under review currently and awaiting approval.
- Currently only supporting one hotel, but can be extended for multiple hotels, when required.

## 2. Socialize Chat Zone (10/2020 – 11/2020)

- A chat app that allows users to chat with their friends. Uses accounts created in Socialize app.
- Made using Android and Firebase.

## 3. Socialize (9/2020 – 10/2020)

- A social media app to facilitate users to connect to one another by sharing posts.
- Made using Android and Firebase.

## 4. ARphabets (07/2019 – 11/2019)

- Developed an Android app using Unity to teach nursery children the alphabets using Augmented Reality technology for interactive learning.
- The project was appreciated by the teacher and was promoted to publish a research paper on it.

## 5. Storage Virtualization Control Panel (07/2019 – 11/2019)

- This project was developed to help the system administrators maintain the cloud storage by providing features such as adding, modifying, and deleting servers from the storage array. Also, the files stored on one server could be modified or transferred to another server seamlessly.
- The major part of this project was the UI development, for which extensive research and testing were conducted.

## 6. Self-Driving AI Car Simulation in Unity (12/2018 – 04/2019)

- Using artificial intelligence, we developed algorithms for training the cars make better decisions while self-driving, such as avoiding obstacles and detecting road turns.

## 7. Smart Farming using IoT (12/2018 – 04/2019)

- This project was aimed to develop a monitoring system to help farmers maintain their land remotely.
- It included essential farming features, such as Weather Monitoring, Farm Security Maintenance, and Remote Irrigation Systems.

## 8. Netflix Recommendation System (07/2018 – 11/2018)

- Using the existing Netflix data set, we aimed to increase the accuracy of the recommendation system for a better recommendation list for the users based on their watch history and interests.
- The accuracy was improved by 0.5%.

## 9. Question Paper Generator System (07/2018 – 11/2018)

- Using Parallel Computing paradigms, we developed a system that would generate randomized question papers from the given collection of questions, with up to 100 random papers parallelly.
- It was aimed to help examination institutions by reducing the human work required to set up question papers.

## 10. CodeMART (07/2017 – 11/2017)

- A programming learning website, which provides video lectures, notes, and quizzes.
- As it was a web development project, UI Designing was an important part of the project, on which extensive time was spent for designing and development.

# CERTIFICATES

## 1. Graphic Designer Certificate

- I was the graphic designer for Socrates, the philosophy club of VIT, since 2019.
- I made posters for their events, as well as for their social media marketing.

## 2. Game-A-Thon Performance Appreciation Certificate

- Participated in a game development hackathon, where my product was appreciated by the company, KnowledgeLens, which conducted the hackathon.
- Got my internship in the said company based on my performance during the Game-A-Thon.

## 3. International Language Day App Development Runner Up

- Got the second position in inter-college International Language Day competition.
- An intuitive Python app was developed that would guide people when they visit a new country by helping in the translation of language.

## 2. Game-A-Thon Performance Appreciation Certificate

- Got an internship by placing in the top selection in a city-wide game hackathon.

## 3. International Language Day App Development Runner Up

- Won second place in the inter-college competition in VIT Chennai by developing a Python app to help learn new languages.

# INTERESTS

## 1. UI/UX Designing

I am very passionate about UI/UX Designing. I have been spending time learning basic and advanced user interface designing concepts and would be interested in aligning with experienced people to enhance my skills further.

## 2. Game Development

I have spent a lot of time playing games, and recently, I have worked with Unity Game Engine to develop my own games, mainly in Augmented Reality. Game Development interests me because UI/UX is also important for a game, and working for both will increase my versatility.

## 3. Front End Web Development

Front End Web Development is mainly concerned with UI/UX Development; therefore, I can also work on this field for expanding to advanced UI Development.

# ACHIEVEMENTS

## 1. Top 3 Most Innovative for Social Issue Projects

- Got into the top 3 most useful projects in a college-wide exhibition of projects. The exhibition included projects from all students of CSE, ECE, and EEE branches.
- The project we made was Smart Farming using IoT.