Ojasva Chaarag

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Career Objective

To secure an exciting career path that engages, and encourages utilizing my various interests and strengths, while providing me with intellectual and technical challenges.

Education	
Master of Business Administration (Pursuing)	2024 - 2026
Army Institute of Management, Kolkata	
Bachelor of Technology - CSE (Gaming and VR)	2020 - 2024
Bennett University, Greater Noida (6.82 CGPA)	
High School (PCM + English + PE)	2019 - 2020
Army Public School, Ahmedabad Cantt (83.2%)	
Secondary School	2017 - 2018
Army Public School, Tibri Cantt (91.5%)	

Professional Experience

WESEE (under the Ministry of Defence) (AI/ML Research Intern) (Delhi) J

Jul 2024

- Worked on customised Large Language Models
- Developed a prototype for a fully offline, on-device LLM

Tenup Software Services LLP (Software Development Intern)

(Vadodara, Gujarat)

Jun 2023 - Feb 2024

- Researched technologies related to task management, LLMs, Neural Networks, and basic AI/ML.
- Developed a model for the automated screening of files for CVs, and extracting skills

Skillarena Technologies (HR Intern)

(Greater Noida)

Feb 2022 - Apr 2022

- Interviewed potential candidates for the Business Development Intern positions at the company
- Hired close to 200 candidates, bringing in talented and motivated individuals via Internshala

Punjab Regimental Centre (Software Development Intern)

(Delhi)

Apr 2021 - Jul 2021

- Worked as the team lead for a three-member team of Software Developers
- Made a prototype Posting Management System to meet the requirements of the Indian Army based on dummy data and some actual data provided

Projects

- Ages of Frustration
 - Made for personal research into the usage of AI Models in a real-time scenario using Unity Engine, ONNX, C#, and Barracuda
- Paneity/PanDeity
 - Made for personal curiosity into the development of a new programming language alongside a compiler and IDE for the same

For additional projects, kindly consult Appendix A.

Certifications

- Fundamentals of Python
- Java Beginner to Advanced

Roles and Responsibilities

- Chairperson in 7 MUN Conferences
- Head of Training Team for the BUMUN Club of Bennett University (2020 2021)
- Batch Representative in 1st Year CSE, Bennett University
- Student Teaching Assistant in 3rd Year CSE, Bennett University

Awards and Achievements

- Participated in 73 MUN Conferences, securing 40 Podium Finishes
 - o 7 times Best Delegate
 - o 28 times High Commendation
 - o 5 times Special Mention
 - Chaired a committee solo in an International MUN in Nepal, by invite
- 2nd Position in Intern College Extempre at BRIO'24

Technical Skills

- **Programming -** Python, Java, C/C++, C#, JavaScript
- Markup Languages HTML, XML
- Scripting Languages CSS
- Utilities Git, SQL, Computer Vision
- **Miscellaneous** Canva Designing, Video Editing, Game Development (Unity and C#, Unreal and C++ with Blueprints), Blender 3D Design

Soft Skills

- Communication (Verbal, Written and Active Listening)
- Research
- Leadership (Decision-making and Delegation)
- Interpersonal Skills (Collaboration and Relationship Building)
- Critical Thinking and Problem Solving
- Adaptability and Flexibility
- Emotional Intelligence
- Negotiation

Interests

Sports (Basketball, Badminton, Swimming)

- Reading (fiction and non-fiction)
- Robotics (microcontroller IC based)

Languages

- English
- Hindi

Appendix A

Additional Projects

- 1. Arcade-o-Matic
 - a. Developing a virtual gaming arcade with 8 games, all made using Python
- 2. Caeser
 - a. Developing a Discord Gaming and Moderation bot using Python and asynchronous commands
- 3. <u>Immuno-care</u>
 - a. Developing a vaccination information and tracking app using Java and JDBC with $\ensuremath{\mathsf{SQL}}$
- 4. FPS Shooter
 - a. Developing a basic survival game using Unity Engine and C#
- 5. Stonewall
 - a. Developing a simple website with basic information and a forum for LGBTQ+ Youth
- 6. <u>KOR</u>
 - a. Developing a movie recommendation engine based on Machine Learning in Python