

Pushkal Mondal

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Education


04/2019 – present **B.Tech Information Technology**, *Kalinga Institute Of Industrial Technology*
Bhubaneswar, India

Professional Experience

05/2021 – 08/2021 **Content Writer/UI UX Designer**, *Chatgen.ai*

- Research on competing brands to develop a strategy on improving visitors on the website.
- Designed UI/UX for multiple webpages using Figma
- Analyzed and written content for designed web pages.


Projects

03/2022 **Path Finding Visualizer (Python, Pygame)**,
<https://github.com/pushkal04/Path-Finding-Visualizer> 

- Used Pygame to create a visual representation of grid system
- Can initialize start and end point with mouse click
- Able to add barriers through which the path cannot transverse
- Visual representation of the algorithm trying to find optimal path

11/2021 – 02/2022 **Food ordering app (ReactJs)**, <https://github.com/pushkal04/food-delivery-app>

- Dynamic website with food listing system with options to add product into cart
- Cart system that lists all product available in cart
- Well designed UI/UX with card system and components

01/2022 – 02/2022 **Multiplayer 2d game (Unity, Photon)**,
<https://github.com/pushkal04/2DShooterMultiplayer> 

- Platformer 2d game where the player has to race against the camera to reach to the top.
- Added multiplayer using photon.
- Created lobby creation and joining system.
- Added lag compensation to ensure smooth gameplay.

Skills

C ++ (Data structures, OOP) • **Unity** (Game engine, Networking) • **Figma** (UI/UX Design)

Python (Pandas, scikit-learn) • **ReactJs** (Dynamic flowing websites) • **Android Studio** (Kotlin)

MYSQL (HackerRank 3 star)

Courses

C++ Programming - From Beginner to Beyond, *Udemy*

React - The Complete guide, *Udemy*

Machine Learning A-Z, *Udemy*