Akash S L

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Portfolio: https://strange086.github.io/portfolio/

EDUCATION

Sree Chitra Thirunal College of Engineering   **Kerala, India**
B Tech in Computer Science (AI and ML), CGPA: 7.98   2022 – 2026

Govt GKM V&HSS Vellanadu, Trivandrum   **Kerala, India**
Higher Secondary Education – 98.4%   2019-2021

SKILLS

Coding	C, Python, HTML, CSS, Java
Others	Game development basics, Content Creation Strategies, UI/UX design, Machine Learning, NLP, Creative Problem Solving, Comic artistry
Familiar tools/software	VS Code, Jupyter Notebook, Google Collab, Figma, Unity and Unreal Engine basics
Languages	Malayalam(fluent), English (efficient), Hindi(efficient)

WORK EXPERIENCE

Content Creator, "The Purple Movement"
June 2025 – Present

- Developed promotional campaigns across diverse channels to enhance brand visibility for FAYA:80
- Member of the creative team and the mascot team.
- Managed multiple projects simultaneously while adhering to strict deadlines

μLearn Intern

- Current Interest Group Lead of the Comics team in μLearn.
- Helps and manages peers to connect and learn through a reward-based system.

μComics

- Contributing innovative ideas and solutions to enhance team performance and outcomes actively

PROJECTS

Eco-Drive
JS, Reinforcement Learning

- Created a mini project for Ev route optimization, considering the availability of charging stations and energy consumption using reinforcement learning (DDQN).
- Designed a clean desktop-first interface with javascript focusing on smooth and engaging posting experience.

Foodie-Meta
React, HTML

- Created a project to track expiring foods and suggest a recipe.
- Foodie-Meta is a first-of-its-kind, that combines smart food inventory management, intelligent medicine scheduling, and predictive behaviour analytics into a single, cohesive system.

- Designed with households, elderly users, and even small-scale healthcare and food businesses in mind, Foodie-Meta reimagines how individuals interact with perishable resources and health routines, not just as tasks to manage, but as patterns to optimize.

Angry Birds, Flappy Bird (Demo)
Unity
- Developed a clone game of Angry Birds and Flappy Bird with basic game features using Unity.
- Familiarized with the basic functionalities in unity: Scenes, Game Objects, Components, Hierarchy Window, Inspector Window, Project Window, Game physics and prefabs.

Unreal Projects
Unreal Engine 5
- Created a basic door interaction system using blueprints in unreal engine.
- Familiarized with Trigger box, Timeline Nodes, Lerp, Bool variables, basic meshes and colliders

µComics
Creative Work
- Currently working on a comic that is scheduled to be releasing monthly.
- Showcase the diversity, traditions and folklores of Kerala.

ADDITIONAL ACTIVITIES

Arduino	Attended a summer class on Arduino and ethical Hacking in high school.
Electruino	Attended Electruino, a hands-on workshop on Arduino with IoT, organized by CSI SCT SB.
Hacktopia	Participated in a 24-hour offline hackathon conducted by CSI SCT SB in collaboration with ZACKARIYA Solutions.
Documentation Team	Member of documentation team in µLearn Tech-Byte and Campus:80.
µLearn Member	Member of a non-Profitable skill building organization µLearn initiated by G-Tech.
CSI Member	Member of Computer Society of India, SCT SB.
NSS Volunteer	NSS Volunteer at Higher Secondary School Level.

Certifications

Python and AI Bootcamp	-	Devtown
Course Completion, C# basics	-	Infosys Springboard
Course Completion, NLP	-	Infosys Springboard
Introduction to AIML	-	NPTEL
Certificate of Completion, Problem Solving and Innovation	-	Wadhwani Foundation