

# Akash S L

Kerala, India

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🌐 LinkedIn 🐙 Github 📁 Portfolio

## EDUCATION

**Sree Chitra Thirunal College of Engineering, Trivandrum** 2022 – 2026 (Pursuing)  
B. Tech in Computer Science (AI and ML), CGPA: 8.15  
**Govt GKM V&HSS Vellanadu, Trivandrum** 2019 – 2021  
Higher Secondary Education, 98.4%

## SKILLS

**Programming:** C, Python, Java, HTML, CSS, JS, React  
**Other:** Game development basics, Content Creation Strategies, UI/UX design, Machine Learning, Creative Problem Solving, Comic artistry, NLP  
**Tools:** VS Code, Jupyter Notebook, Google Colab, Figma, Unity, Unreal Engine, Git  
**Languages:** Malayalam (fluent), English (efficient), Hindi (efficient)

## WORK EXPERIENCE

**Content Creator, The Purple Movement** Jun 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

- 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 actively enhance team performance and outcomes.

## PROJECTS

**Eco-Drive** (JS, Reinforcement Learning)

Created a mini project for EV route optimization considering charging station availability and energy consumption using DDQN; designed a clean desktop-first interface focusing on smooth user experience.

**Foodie-Meta** (React, HTML)

Tracked expiring foods and suggested recipes. A first-of-its-kind system combining smart food inventory management, intelligent medicine scheduling, and predictive behavior analytics tailored for households, elderly users, and small-scale healthcare and food businesses.

**Angry Birds, Flappy Bird (Demo)** (Unity)

Developed clone games with basic features using Unity; familiarized with 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; familiarized with Trigger box, Timeline Nodes, Lerp, Bool variables, basic meshes, and colliders.

**µComics** (Creative Work)

Currently developing a monthly comic showcasing Kerala's diversity, traditions, and folklores.

## ADDITIONAL ACTIVITIES

- Participated in Electruino, a hands-on Arduino with IoT workshop organized by CSI SCT SB.
- Participated in Hacktopia, a 24-hour offline hackathon by CSI SCT SB and ZACKARIYA Solutions.
- Member of µLearn initiated by G-Tech.
- Member of µLearn SCTCE Execom.
- Member of Computer Society of India (CSI) SCT SB.
- NSS Volunteer at Higher Secondary School level.

## CERTIFICATIONS

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