VINIT KUMAR

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Personal Profile Statement

A motivated, adaptable and responsible Mechanical Engineering Student Seeking to set foot in world. The vast and infinite Space is where I am trying to step my foot. Takes great interest in mechanical designing, Space science and technology.

Education and Training

Academic Qualification

| 2020-2024 | B-Tech Mechanical Engineering | B. P. Mandal College Of Engineering |
|-----------|-------------------------------|-------------------------------------|
| 2018-2020 | 12 th Standard | Nezamia Public School |
| -2018 | 10 th Standard | Park Mount Public School |

Training Programs

| 2023 | AR/VR | Internshala |
|------|-----------------------|------------------|
| 2022 | Ansys | Internshala |
| 2021 | AutoCAD | Internspool |
| 2021 | Programming Essential | |
| | in Python | Python Institute |

Skills

· Auto CAD and Cero

Have a good knowledge of CAD Designing Software for 2D as well as 3D designs.

Have contributed in State level Robot War competition by designing The structure and attacking blade of robot.

Ansys

Grasps knowledge of Ansys Software as a part of 3rd semester training/ Internship. In the training acquired understanding in FEA; Basic concept of Ansys: Problem solving by FEA software, Interface of Ansys, Workbench, Engineering Data Base, Design Modeler, Sketching, Meshing, etc; Static Structure Analysis; Thermal, Modal and Buckling Analysis.

Research Review

Topic: Space Pollution Review: Debris in Earth orbital environment (in progress).

Reviewed the Major acknowledge problem related to space debris as well as the technology and steps known for there removal.

Programming and Game Developing

Have a good grasp in C# and unity game engine. Developed few games and published a runner game on local website. Took part in multiple Game Jams.

• User Experience

Designing User interface for Apps and website and other design implementation using **Figma**, **XD**, and **Illustration**.

Experiences

Vervegen Tech Pvt. Ltd.

Full Time (Sept '24 – Present)
Designer and Instructor
(Product designer, 3d Printing and Design Instructor, Corporate Trainer
UI/Ux and Graphic Designer)

Terra

Part time (Feb '24 – March '24) Contract Game designer

Zidio

Internship (May '24 – June '24) UI/ UX design

Codingzen

Internship (Jan 2024 – July 24) Teaching assistant Game Design & Development.

Codalaya

Part-time (Aug 2023 – Feb 2024) User experience, Game designer and developer

Freelancing

(Jan 2022 – Jan 2024)

Game designer, Level designer, User experience designer, Web design and development, others

Hobbies And Interests

Astrophile, Reading fiction Novels, Game Developing.

Certificates

- **Zidio** UI/ UX internship and appreciation certificate.
- Ansys training certificate
- AR/VR training certificate
- Certificate of Appreciation for role of Campus Ambassador In Techmiti'22
 Annual techfest.
- Training on English Communication Skill organized by University.
- Microsoft Certified Fundamental Enthusiast organized by Hackveda Limited.

- AutoCAD training certificate.
- Volunteering internship at Youth Empowerment Foundation through Internshala.
- Certificate of training in **Python** from Python Institute through CISCO.
- Volunteering certificate for Different celebration in College Campus.
- · Participated Chess Competition organized by College.

References

Prof. Dr. Ajay Giri

Hod Department of mechanical Engineering

B. P. Mandal College Of

Engineering Contact Information

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Prof. Dr. Manish Kumar Jaiswal

Hod Department of Applied Science and Humanities

B. P. Mandal College Of

Engineering Contact

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