

# PULKIT AGGARWAL

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## EDUCATION

The University of  
Melbourne  
2019 - 2022

Bachelor of Science  
Major - Data Science /  
Computing

Relevant Courses:

- Algorithms and Data Structures
- Statistics
- Microeconomics
- Database Systems
- Elements of Data Processing
- Object Oriented Software Dev
- Probability

## CERTIFICATIONS

- AWS Web Services Cloud Practitioner
- AWS Business Professional

## TECHNICAL SKILLS



## PROFESSIONAL SKILLS

Project management  
Team management  
Market research  
Communication skills  
Networking expert  
Collaborative nature

## REFERENCES

AVAILABLE UPON REQUEST

## EXPERIENCE

### PRESIDENT

#### Community of Digital Entertainment Creation (CODEC)

The premier game development club at the University of Melbourne with about 200 members.

Organised numerous workshops about Unity to teach students about the game development basics

Overlooked the entire media presence of the club as a whole.

Previously the Vice President of CODEC

Hosted the largest Game Jam ever at the University of Melbourne

### OPERATIONS LEAD

#### Google Developer's Student Club | July 2020 - Present

Handled the club's online presence - regularly updated the company's website and various social media accounts

Monitored ongoing marketing campaigns

Designed posters and all the artwork published online.

Designed and developed the website of the club.

Increased the member base from 0 to 300 in 4 months.

### INTERNATIONAL DELEGATE

#### The Harvard Project for Asian and International Relations

Selected as a delegate for the Science and Technology track for the conference at Harvard College 2021.

## PROJECTS

### AMAZON ALEXA AWS HACKATHON 2019

#### Save the universe

Created a Star Wars themed voice Skill game using Node.js and Amazon AWS Framework under 24 hours

Recorded Audio Clippings for the game and made the pitch very engaging.

### CODEBREW HACKATHON 2020

#### Uplyft

A messaging service made for people dealing with mental health issues where they can talk to a health professional. This project was made using Flutter and the pitch video was designed using Canva, Gimp and Adobe After Effects.

### PEG SOLITAIRE AI

Implemented Depth First Search to find the solution for various levels of the Peg Solitaire game (BrainVita) using various data structures like Stack and Hash Table in C.

### MAZE PATH FINDING ALGORITHM

Implemented Dijkstra's Algorithm to find a path within a maze which has several levels of difficulties including treasures and dragons. This project was implemented only using Python