# Abhishek Chauhan

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**EDUCATION** 

National Institute of Technology, Silchar

Assam, India

\* Bachelor of Technology - Computer Science and Engineering; CGPA: 8.35

Dec 2021 - June 2025

Kendriye Vidyalaya, Amerigog

Guwhati, Assam

CBSE - Higher Secondary; Percentage: 92

July 2019 - June 2021

Internship Experience

# Cryptographic Solutions

Remote/Onsite

Flutter Developer (Part-Time)

March 2023 - May 2023

- Engineered "Asm Sales Tracker" and "Shine App" from scratch, integrating features like Google Maps, secure authentication, multi-image selection, search filters, and PDF download, increasing user engagement by 40%
- Integrated REST APIs and leveraged packages like Geolocator, ImagePicker, and SharedPreferences, enhancing functionality and user experience, reducing user complaints by 25%.
- Applied REST APIs and Dio Network for seamless data exchange, ensuring efficient user experience. Proficient in Git/GitHub for version control.

### Project Head @Code Hunters

Freelencer

May 2023 - August 2023

- Spearheaded the development of a "Hotel Management APP", collaborating closely with a team to integrate REST APIs and streamline workflow for timely project completion.
- Implemented features enabling users to add, update, and delete reservations, enhancing booking flexibility and increasing user satisfaction scores by 35%. Designed intuitive room selection and booking functionality, providing a seamless experience.
- Employed Dart and Flutter, utilizing Provider for state management, ensuring scalability and performance optimization.

**PROJECTS** 

### Bus-way (developed for Smart India Hackathon 2023)

Android Development

- Designed a cutting-edge transportation app harnessing GPS and real-time data to deliver precise bus arrival predictions and promote sustainability, resulting in a 25% reduction in average commuter wait time.
- Implemented insights into emissions compliance and clean fuel usage. Leveraged **real-time and cellular network-based location tracking**, achieving a 40% uptime rate for uninterrupted service, even without an internet connection.

# Minestone Runner 2D

Game Development

- Developed an engaging 2D endless runner game using Unity Game Engine, featuring immersive elements such as soundtracks, captivating animations for characters and obstacles, and an innovative revive system incentivized by watching ads.
- Employed C# scripts, key frame animations, custom asset design, and integrated ad services to enhance the player experience.

# Pick A Service - Provider

Android Development

- $\circ$  Built a cross-platform mobile app using Flutter for maintenance and repair services in Kuwait, resulting in a 30% increase in user engagement compared to previous solutions
- ntegrated features such as multilingual support, image capture for service documentation, GPS location tracking for real-time updates, and push notifications, leading to a 25% reduction in service request processing time.

## SKILLS

• Languages: Python, C++/C, Dart, Object-Oriented Programming, SQL, HTML, CSS, JavaScript

• Frameworks: SpringBoot, Flutter, Firebase, Getx, Provider, Microservices, MongoDB, WebSocket, Socketio, Reactjs, Nextjs, Nodejs, Expressjs, Unity Engine, Hive(no sql database)

CODING PROFILES

### Codeforces Codechef Leetcode

### Position of Responsibility

### NIT Silchar @Computer Science Society

Dev Wing Head (Full-time)

- August 2023 May 2024
- Leading and guiding the team to enhance their growth and productivity. Our team works on a range of intriguing projects, including "CSS App" and website development, while also exploring various other exciting tech stacks.
- Organized events like CSS HACKS and bootcamps like Flutter Dev specifically designed for junior batches, fostering a strong sense of unity and skill enhancement.