UTKARSH MISHRA

CONTACT

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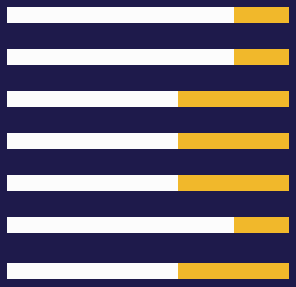
PROFILE

I am primarily interested in Game Development, Applied Mathematics, Software Development, Machine Learning and Data Science. Scope of my projects also include computational linguistics.

PROFICIENCIES

UI/UX
Scientific Computing
Web Development
OS: Linux, windows and macOS
Softwares: Arduino and Sublime

TECHNICAL SKILLS



EDUCATION

CLUSTER INNOVATION CENTER • 2014-2018
Bachelors of Technology- 81.13%
Majors: IT and Mathematical Innovations
Minors: Electronics and Embedded Systems

AISSCE • 2013
CBSE- 91.2%

AISSE • 2011
CBSE- 8.2 CGPA

WORK EXPERIENCE

HR REAL VALUE, GHAZIABAD • JUN'17- JUL'17
Machine Learning Developer

INMAS, DRDO • JUN'16- AUG'16
Game Designer and Developer

IIC, UNIVERSITY OF DELHI • JUN'15- JUL'15
Web Game Developer

PROJECTS

OFFICE VIRTUAL ENVIRONMENT • JUN'16 - AUG'16
Analyse and obtain data from people's performance in the virtual environment and use it to for further neurological research.

PRICE PREDICTION MODEL • JUN'17 - JUL'17
Predict pricing of real estate buildings in Delhi-NCR.

TEXT CATEGORISATION USING NAIVE BAYES • FEB'17 - MAY'17
Document Classifier and Recommender system using Naive Bayes Approach

SOLAR POWERED TRASH CAN (UNIVERSITY FUNDED PROJECT) • OCT'15 - OCT'16
Designed an eco-friendly trash can which is hygienic and power efficient.

CRAZY EIGHT • JUN'15 - JUL'15
A Node.js based Card Game like UNO

SUPER SPARTY BROS • MAR'17 - APR'17
A Unity3D based 2D platformer game

FOREST FIRES PREDICTOR USING RANDOM FOREST REGRESSOR • MAR'17 - MAY'17
Predict the burned area of forest fires of a particular region using SVM and random forest regressor. The dataset used is from UCI repository and focused on northeast region of Portugal.

SHUTTLE LANDING CONTROL USING ANN • JUN'17 - AUG'17
Determine the conditions under which an auto landing would be preferable to manual control of the spacecraft using Artificial Neural Network.