ARYAMAN MISHRA

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Education

Shri G S Institute of Technology and Science **Aug. 2019-June 2023**
Bachelor of Technology in Computer Science and Engineering(CGPA of 8.00) *Madhya Pradesh, India*

The New Green Field Public Academy **June 2018-May 2019**
CBSE Higher Secondary Certificate(Percentage of 82.4) *Madhya Pradesh, India*

Experience

Persistent Systems Limited | ⤢ ⤢ **June 2022-August 2022**
Summer Intern *Remote*

- Developed a Serverless image uploader Web application on AWS, supporting **1000** monthly users.
- Utilized AWS services such as **AWS Lambda, API Gateway, AWS Cognito, and Amazon S3.**
- The application is designed to support up to **5000** API calls and. Users can upload own images and see other's images.
- Estimated monthly cost for running the application is **$66.910**, based on AWS cost explorer.

Quantiphi Analytics **March 2023-July 2023**
Data Engineering Intern *Remote*

- Created real-time **ETL** data pipelines using **GCP** (Google Cloud Platform)
- Automated the process of uploading tables to **BigQuery** from cloud storage using **Cloud Function** triggers.
- Used **BigQuery** to process and query obtained data according to business needs.

Projects

Blog App | *NodeJS,Express MongoDB, HTML, CSS* | ⤢

* Developed a basic blogging website with the **CRUD** features
* Utilized **Node.js**, Express and bodyParser as backend for building the website. **Mongodb** was used as database.
* **EJS** helps in real-time templating of web pages.**CSS** was used for styling. DB was deployed on **mongo atlas**.
* Implemented user authentication using **JWT**. Passwords were hashed using **bcrypt**.

Higher Lower Game React | *React* | ⤢

* A **React**-based Higher or Lower game for GTA Online(video game), using the game's assets and data.
* Users chooses the higher-cost asset from 2 images presented. Score increase if right response is given.
* The **useState** hook manages the score and images within the game. For sharing global context **useContext** is utilized.
* Implemented after effects using **useEffect** hook, which handles updating the score and showing icons in the game.

QR Scanner Mobile Application | *React, React Native* | ⤢

* Worked on creating a **QR/Bar code** scanner mobile app using **React Native, React Hooks, Expo**.
* The app allows users to scan QR codes and presents embedded links based on the scanned data.
* Features include zoom in/out and flash on/off. **LocalStorage** is implemented to store QR output as **history data.**
* Users have the ability to view individual history items, delete specific history items, and clear the entire history.

Achievements

* Solved **700+ problems** on Leetcode and GFG Practice
* Participated in Uber Hacktag Online Coding Challenge, achieved a coding score of 817, and reached level 9 out of 10.
* **Contributed** over 30 LeetCode solutions in java to an open source project -   LeetCode in Java
* Secured Rank 3576 out of 27762 participants in **Codeforces** Global Round 10

Technical Skills

* **Programming** : Java, Python, Data Structures and Algorithms, OOPS.
* **Web Development** : NodeJS, Mongodb, ExpressJS, HTML, CSS, React, React Native, DBMS, SQL.
* **Others** : Linux, GIT.

Certifications

* **AWS Cloud Practitioner Essentials** | **AWS** | ⤢
* **Google Cloud Certified Associate Cloud Engineer** | **Google** | ⤢