

Mukund Agrawal

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EDUCATION

Indian Institute of Information Technology, Guwahati

Bachelor of Technology in Computer Science (CGPA : 7.54)

Assam, India

July. 2022 – Present

The Pillars Public School, Gorakhpur

Intermediate (Percent : 91%)

U.P., India

2021

COURSEWORK

Introduction to the Docker (By docker.com), Cloud Computing using AWS, Database Management Systems, Data Structures, Algorithms, Object-Oriented Programming (using Java, Python), C Language, Unity Learn Essentials, Unity Learn Creative Core, Unity Learn Junior Programmer, Machine Learning, Artificial Intelligence, Discrete Mathematics, Operating Systems, Computer Architecture, Linear Algebra, Probability and Statistics, Calculus, Optimizations

INTERNSHIPS AND WORK EXPERIENCE

Web Development Internship

Abonics India Pvt. Ltd.

June 2024 – July 2024

Gorakhpur, U.P.

- Revamped the company's website on WordPress and PHP, implementing modern features and UI enhancements that led to a 30 percent increase in conversion rates and a 15 percent boost in user engagement among 5,000+ monthly visitors.
- Led a team of Web Development Interns, coordinating tasks and milestones, which resulted in the successful completion of projects 20 percent ahead of schedule and improved team efficiency by 15 percent.

Club Coordinator

Afsaane : The Drama Club

August 2023 - August. 2024

IIT Guwahati

- Organized and executed over 10 high-profile events, increasing club membership by 40 percent and participation rates by 50 percent, significantly enhancing the club's visibility and impact on campus.
- Managed the Cultural Fest as a PR Core Member, resulting in a 25 percent increase in event attendance and a 15 percent rise in sponsorships and partnerships through effective strategic planning and outreach.

PROJECTS

PlayFab LeaderBoard, Balloon Popping Game

Role: Sole Developer

- Developed a 2D game using Unity, incorporating collision detection and Python scripting to create real-time game mechanics. ([Link](#))
- Integrated a PlayFab leaderboard, enhancing competitive engagement and tracking player performance, contributing to a 25 percent increase in player retention rates.

Database Management System with Tkinter GUI

Role: Lead Developer

- Designed and implemented a Fest Management System, combining Python, MySQL, and Tkinter, which streamlined event management processes and reduced administrative workload by 35 percent. ([Link](#))
- Developed the Tkinter interface and database integration, facilitating seamless interaction for over 100 users and improving data accessibility and accuracy.

Complaint - Registering Interface

Role: Sole Developer

- Engineered a complaint registration system using Python and Tkinter, linked to a MySQL database, which improved complaint handling efficiency by 40 percent and reduced processing time by 50 percent. ([Link](#))

TECHNICAL SKILLS

Languages: Python, C, SQL (MySQL), C Sharp, Java

Developer Tools: Git, Visual Studio, VS Code, Docker Desktop, Unity Editor, Unreal Engine

Technologies & Libraries: Unity.Collisions, PlayFab, Sockets, Server, mysql.connections, functools, operators, Tkinter, Waypoint AI system