

Aditya Kuniyil Kattil

Web Developer | UI/UX | Artificial Intelligence | Web 3.0

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As a dedicated and resourceful freshman, I possess strong analytical skills and expertise in emerging technology fields, including Artificial Intelligence, Metaverse, Blockchain, Cryptocurrencies, and NFTs. I have hands-on experience in the development of multiple websites and software applications. I am a well-rounded and professional team player committed to pursuing higher education at the collegiate level. My goal is to leverage my skills and knowledge to make a global impact in the "Creators Economy."

Experience

- **Programming Project: Video-to-text summarizer** 2021-2022
 - Collaborated on the development of a Video-to-Text Summarizer within a school club project
 - Assisted in crafting the website interface
 - Contributed to the creation and integration of the Video-to-Text converter on the backend
- **Developer Intern | Ajnalens** 2022-2023
 - Completed a course on Metaverse development using Unreal Engine 5
 - Utilized Unreal Engine 5 for the creation of 3-D models and immersive environments
 - Helped solve other learner's doubts
- **Lead front-end developer | Vivum 2022** 2022
 - Created the design and developed the website
 - Collaborated with 4 other people to integrate a scanner based navigation system
 - 1000+ visits in the span of two days

Education

- **Purdue University** 2023-2027
 - Rising Sophomore in Computer Science
 - GPA: 3.93/4.0 | Dean's List and Semester Honors
 - John Martinson Honors College & Research Accelerator Program
- **The International School Bangalore** 2021-2023
 - International Baccalaureate Diploma Program (IBDP) | 37/45
 - Club: Computer Science for Social Good

Skills

Web Development

- HTML, CSS, JS
- SQL & MongoDB
- React.js & Node.js
- Flask

Software Engineering

- Python (PyTorch, Numpy & Pandas)
- C
- Java
- Solidity

Other:

- Unreal Engine 5.0
- Autodesk Maya
- Adobe Photoshop & Illustrator
- DaVinci Resolve



Certifications

- **EBEC: Entry Level Python Programming | Purdue University** 2023
 - Learnt Python through mini-projects over the course of 16-weeks
 - Created a space themed version of Battleship the game
- **CS50: Introduction to Computer Science | Harvard University** 2023
 - Learnt the basics of programming and algorithms in C and Python
 - Used Flask to create web applications using HTML, CSS, JS and SQL
- **Machine Learning Specilization | DeepLearning.ai & Stanford University** 2023
 - Used Tensorflow, numpy and Pandas to create basic machine learning models
 - Learnt about the responsible use of A.I. in society
- **Extended Reality for Everybody Specilization | University of Michigan** 2023
 - Learnt about the fundamental concepts of XR, how to design and develop XR applications, how to discuss the emerging key issues in the landscape of XR, and how to bring XR into instructional settings
- **Introduction to User Experience Design | Georgia Institute of Technology** 2023
 - Learnt the basic principles of design based on a four question approach to meet the user's requirements
- **Enterprise Design Thinking Practitioner | IBM** 2023
 - Completed the course on design thinking applications in the corporate world
 - Learnt the enterprise thinking skills of collaboration, synthesis, design research, prototyping, and storytelling.
- **Working in a Digital World: Professional Skills | IBM** 2023
 - Learnt about the core soft skills expected as a worker in the information technology workforce
 - Included creating and delivering presentations; using agile approaches for working professionally to deliver quality work and experiences to customers; collaborating effectively with teams; communicating with impact; dealing with challenges in a controlled and focused manner; and solving problems and implementing solutions
- **What is the Metaverse? | Meta** 2023
 - Learnt about the Metaverse and its potential impact on society
 - Understood the importance of creating a metaverse that is ethical, safe, inclusive, and accessible
- **Principles and Practices of Blockchain | Purdue University** 2024-Present
 - Covers basic cryptography concepts and blockchain use cases to the latest developments in the technical field using Solidity
 - Won the award for the best project as part of the final project
 - Created an NFT market place with abilities to buy, sell and mint NFTs

Other Courses

- **Courses at Purdue University**
 - CS 18000 - Problem Solving And Object-Oriented Programming (A-) 2024
 - MA 16600 - Calculus II (A)
 - CGT 11600 - Geometric Modeling For Visualization And Communication (A)
 - CGT 14100 - Internet Foundations, Technologies And Development (A+) 2023
 - CGT 11800 - Fundamentals Of Imaging Technology (A-)



(Scan for more information)