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## Aditya Parmar

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### Experience

#### Deakin University

Melbourne, Victoria

#### Programming Tutor

February 2024 - June 2024

- Conducted programming tutorials for first-year students, delivering interactive lectures on foundational programming concepts.
- Assisted professors during seminars, guiding students through complex programming challenges and clarifying core concepts.
- Graded assessments and exams, providing structured feedback to improve student understanding and coding skills.
- Supported exam logistics, ensuring smooth operation of both practical and theoretical exams.

#### Deakin University – School of IT

Melbourne, Victoria

#### EDT Project Intern

October 2023 - February 2024

- Developed a scalable setup of 100 Raspberry Pi systems with integrated peripherals and software for classroom use, improving technical resources for modernized teaching methods.
- Designed GPIO functions in SplashKit, enhancing the integration of Raspberry Pi hardware with classroom applications.
- Presented the EDT project at Crown Plaza, Melbourne, outlining technical advancements and educational impacts.

#### Deakin University – School of IT

Melbourne, Victoria

#### Web & Software Development Intern (Simulation)

June 2023 - February 2024

- Migrated the SplashKit documentation site from a Ruby-based platform to Astro framework, achieving a 40% improvement in load times and streamlined collaboration for new developers.
- Added GPIO support to SplashKit SDK, an educational toolkit designed for introducing coding concepts through game and application development.
- Contributed to strategic development initiatives, proposing long-term plans to expand SplashKit's functionality and reach, assisting in team coordination and roadmap structuring.

### Education

#### Deakin University

Melbourne,

#### Australia

Bachelors of Software Engineering (Honors), Minor in Game Design

Graduation Date : 06/2025

Relevant Coursework: Software Development, AI in Gaming, Database Management, Human-Computer Interaction

#### St. Karen's Secondary School

Patna, India

Year 12th – Passed with 86%

July, 2020

#### High School Name

Patna, India

Year 10th – Passed with 90%

July, 2018

## Projects

- **Horror Game in Unity**  
Developed a first-person horror game in Unity, featuring an AI-controlled monster utilizing a finite state machine (FSM) for complex behaviors. Designed interactive environments with exploration mechanics, tool usage, and a unique sound and lighting setup to enhance immersion.
- **Project CoLead ServoCool**  
Developed an IoT system for air conditioner control using Node.js, MQTT, and PCB design. Analyzed temperature data with Tableau, optimizing server performance. Awarded 1st place in "Prayas Shala" at Chitkara University.
- **Innovative Phone Stand (Patent Applied)**  
Designed an adaptable phone stand for document scanning (A3–A6), presented at IIT Madras competition.
- **AI Chat Room with Character Interactions**  
Built a personality-driven AI chat room using Unity, integrated with OpenAI, HuggingFace, and GeminiSDK. Enabled users to converse with their favorite characters, implementing NLP-driven responses and personalized character traits.
- **Custom GPT Model for Classroom Assistance**  
Designed a custom GPT model to assist introductory programming instructors by analyzing task complexity, auto-grading submissions, and evaluating student work against a rubric. Enhanced teachers' grading efficiency and allowed students to receive faster feedback.
- **C++ Angry Birds-Inspired Game**  
Created a C++ game inspired by Angry Birds, implementing physics-based gameplay mechanics, level progression, and a scoring system. Enabled players to complete various levels with unique challenges, simulating the engaging experience of the original game.

## Skills & Interests

### Technical Skills:

- **Programming Languages:** JavaScript, Python, C++, C#, SQL
- **Web Development:** ReactJS, Astro, Next.js, Node.js, MongoDB, Express.js
- **Game Development:** Unity, Unreal Engine, Blender (for 3D modeling and asset creation)
- **Software & Design:** AutoCAD, Adobe Photoshop, Figma, Git/GitHub, Docker, Raspberry Pi
- **Database Management:** MySQL, MongoDB, Firebase

### AI & Machine Learning:

- **Frameworks & Libraries:** TensorFlow, PyTorch, Scikit-Learn, HuggingFace, OpenAI API
- **Model Deployment:** Hugging Face Transformers, OpenAI's API, Google Cloud AI tools
- **NLP & Chatbots:** Custom GPT models, BERT, NLP processing, text classification, conversational AI applications

**Languages:** English (fluent)