

# DEEKSHITA VERMA

@ deekshitaverma@gmail.com

📍 Delhi, India

🌐 deekshitaverma.com

📄 github.com/DeekshitaV

🌐 linkedin.com/in/deekshitav

## EDUCATION

Indira Gandhi Delhi Technical University for Women

**B.Tech in Information Technology**

📅 2019 – 2023

📍 Delhi, India

CGPA = 8.31

Senior Secondary(CBSE)

**Holy Child School Tagore Garden**

📅 2019

📍 Delhi, India

Percentage= 92.7%

Secondary(CBSE)

**Holy Child School Tagore Garden**

📅 2017

📍 Delhi, India

CGPA = 9.8

## SKILLS

C++

Unity

Augmented Reality

Leadership

Team Work

Public Speaking

Interpersonal Communication

## EXPERIENCES

Augmented Reality Intern

**Valencify**

📅 Nov 2020 – Present

📍 Delhi, India

Collaborated with a team of five on a location based AR Project

Cheif Operating Officer

**Imagiminds**

📅 Nov 2020 – Present

📍 Delhi, India

Interacting with over 40 employees almost everyday

Unity Developer

**Thrifty AI**

📅 Sept 2020 – Present

📍 Delhi, India

Building a startup project in a team of six

Content Intern

**Raahee**

📅 May 2021 – Jun 2021

📍 Delhi, India

Working as a content creator at Raahee

## ACHIEVEMENTS & AWARDS

- Heart prize in Covid GameATHon hosted by Angel Hacks with the game being sponsored to be promoted as a professional project
- Enlisted in the Microsoft Engage Program
- Promoted to a Mentor in DSC Igdtuw for AR/VR
- Enlisted as a Beta Microsoft Learn Student Ambassador
- Presented as the top mentee under Skillship foundation Codonfest mentorship program and awarded a codechef scholarship
- Winner at C++ Coding Competition organised by Montfort School , New Delhi
- Science topper Annual Examination 2017-18 in Holy Child School
- Special Mention , Higher Recommendation and Best Speaker in HCSMUN consecutively for three years from 2016-18

## PROJECTS

**CoVillain**

- Created a large scale 3D unity game individually which is currently available on the Play Store app demonstrating the role of individuals during the extreme COVID Situation.

**Snake Snack**

- Created an Augmented Reality Game in a team of two by detecting planes and colliding an instantiated snake with several objects to make it grow.

**Car Visualizer**

- Translated an AR based CAR VISUALIZER which instantiates cars on the detected floor by detecting planes through AR Foundation and added C# scripts so that it's position and rotation can be modified with a feature of color changing by picking the colors from the environment itself.

**AR F.R.I.E.N.D.S. Album**

- Detected some images using Vuforia image tracking and instantiated album Images on it dedicated to a famous TV Show.

**AR Filters**

- An AR based filter application which looks like a replica of Snapchat and is built in AR Foundation. Used AR Foundation face tracking to detect the eyebrow and nose positions for the same.

## EXTRA-CURRICULAR

- Associate at INNERVE - Technical fest of IGDTUW
- Core in Zena-Fashion Society of IGDTUW
- State Level Gymnastics Player