

AWANTIKA SRIVASTAVA

EMBEDDED SOFTWARE ENGINEER

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Professional Experience

05/2024 – present	Embedded Software Engineer
Greater Noida, India	<i>PPS International Pvt Ltd</i>
	Embedded Software Engineer with expertise in C programming and real-time system development. Skilled in building reliable, high-performance applications for embedded Linux platforms, with experience in inter-process communication, socket programming, and UI development using the GTK framework. Proven ability to deliver efficient, scalable software solutions for complex embedded environments.

Education

09/2016 – 09/2020	Bachelor of technology (Electrical and Electronics Engineering)
Ghaziabad, India	<i>IMS Engineering College</i>

Skills

C/C++ ,Embedded Linux, Shared Memory, Inter Process Communication,TCP/UDP protocols,Linux,Object-Oriented Programming(OOP),GTK+,Github,Github codespaces,Wireshark,Winscp

Languages

- English
- Hindi

Projects

TFT Display-Based Passanger Info System

Technology used :- C Programming, GTK Framework, Embedded Linux, Socket Connection, Tinker Board

A TFT display system developed to provide real-time travel information to passanger

In train coaches. Using GPS data transmitted via MPU and UDP sockets , the system processes data to display essential travel details, including the current time, present station, upcoming station, custom messages, and banners. The application runs seamlessly on both Windows and Linux-based displays, ensuring the passengers receive accurate, up-to-date information throughout their journey.

Shared Memory-Based TFT Display for Public Information Systems

Technology used :- C Programming, GTK Framework, Embedded Linux, Inter Process communication,Verdin iMX8M(Toradex) module.

This project involves the development of a TFT Display System for a Passenger Information System (PIS) using the shared memory concept. The system is designed to display real-time travel information, including videos, images, and text, ensuring seamless communication with passengers.

The implementation utilizes the GTK framework for the graphical user interface and runs on the Verdin module. The shared memory approach ensures efficient synchronization of multimedia content, allowing for smooth transitions between different types of information.