

# Nishchay Raj

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## Education

<b>Kalinga Institute of Industrial Technology, Bhubaneswar, Odisha</b> <i>Bachelor of Technology- Computer Science and Engineering</i>	2022 – 2026
<b>Gyan Niketan School, Patna, Bihar</b> <i>12th CBSE Board Exam: 87.20</i>	2020 - 2022
<b>Gyan Niketan School, Patna, Bihar</b> <i>10th CBSE Board Exam: 89.00</i>	2010 - 2020

## Skills

**Programming Languages:** C, C++, Python, Java, Gdscript  
**Developer Tools:** VS Code, Pycharm, Git, GitHub, Godot, Unity  
**Coursework:** Data Structures, Operating System, Object-Oriented programming, Database Management System, Computer Networking

## Projects

<b>2D interactive game</b>	<a href="#">Source</a> 	2024
<ul style="list-style-type: none"><li>Developed a level based 2d game using Godot game engine and gdscript.</li><li>Developed and refined physics mechanics for character movement, water interactions, collision detection, and adaptive environments: resulted in smoother gameplay experiences across 50+ user testing sessions within a month.</li><li>Created an intuitive GUI with event handling for in-game events. Utilized online game assets for gameplay animation.</li><li>Demonstrated skills in object-oriented programming, Godot environment development, and game logic implementation.</li></ul>		
<b>Python - Tkinter</b>	<a href="#">Source</a> 	2020-2022
<ul style="list-style-type: none"><li>Developed a Tic-Tac-Toe game with different game modes like Player vs Player and Player vs Machine. Created a responsive, intuitive UI using Tkinter library of Python.</li><li>Implemented difficulty level along with dialog boxes and reset button. Demonstrated proficiency in front-end development and problem-solving for engaging user experiences.</li><li>Developed an efficient PDF to image converter that processes files in under 5 seconds per document, enabling rapid conversion for over 100 users monthly while simplifying access to visual content from text-heavy materials.</li></ul>		