*Last updated in September 2024*

Nishchay Raj

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# Education

## Kalinga Institute of Industrial Technology, Bhubaneswar, Odisha

*Bachelor of Technology- Computer Science and Engineering*

## Gyan Niketan School, Patna, Bihar

*12th CBSE Board Exam: 87.20*

## Gyan Niketan School, Patna, Bihar

*10th CBSE Board Exam: 89.00*

# Skills

## Programming Languages: C, C++, Python, Java, Gdscript Developer Tools: VS Code, Pycharm, Git, GitHub, Godot, Unity

*2022 – 2026*

*2020 - 2022*

*2010 - 2020*

**Coursework: Data Structures, Operating System, Object-Oriented programming, Database Management System, Computer Networking**

# Projects

**2D interactive game** [*Source [](https://github.com/0pirates0/godot_2d)*](https://github.com/0pirates0/godot_2d)

* Developed a level based 2d game using Godot game engine and gdscript.

*2024*

* 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.
* Created an intuitive GUI with event handling for in-game events. Utilized online game assets for gameplay animation.
* Demonstrated skills in object-oriented programming, Godot environment development, and game logic implementation.

*[](https://github.com/0pirates0/Python-projects)***Python - Tkinter** [*Source*](https://github.com/0pirates0/Python-projects) *2020-2022*

* 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.
* Implemented difficulty level along with dialog boxes and reset button. Demonstrated proficiency in front-end development and problem-solving for engaging user experiences.
* 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.