Aman **Dey**

DATA SCIENCE ENTHUSIAST · EXPLORING OPEN SOURCE DEVELOPMENT

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"Life doesn't always give, sometimes, you must be the one who creates the change."

Summary

First-year Computer Science and Engineering student at Jalpaiguri Government Engineering College, passionate about building impactful digital products. Experienced in Python, HTML, CSS, JavaScript, UI/UX design, and basic cybersecurity. Enthusiastic about open-source contributions, CTFs, and full-stack development. Eager to learn, collaborate, and innovate across diverse technical domains.

Education

Indian Institute of Technology Madras (IIT-M)   *Hybrid, India*

BS IN DATA SCIENCE AND APPLICATIONS   *May 2025 - Present*

Jalpaiguri Government Engineering College (JGEC)   *Jalpaiguri, West Bengal, India*

B.TECH. IN COMPUTER SCIENCE AND ENGINEERING   *Aug. 2024 - Present*

Army Public School, Barrackpore (APS, BKP)   *Kolkata, West Bengal, India*

CBSE 10+2   *Apr. 2011 - May 2023*

- I was the Cyber Captain of my school for the academic year 2019 - 2020.

Projects

The Wizard Files — Harry Potter Character Directory Website   *Website Link | GitHub Repository*

HTML, CSS, BOOTSTRAP   *2025*

- Designed and developed a fully responsive website that categorizes and displays Harry Potter characters with and without surnames.
- Integrated contact functionality securely using Web3Forms with validation and email handling.
- Used custom fonts (like Harry P) and transparent card backgrounds to create a unique and immersive experience.

Lock Vault — A secure, standalone GUI password manager application   *GitHub Repository*

PYTHON, TKINTER, PILLOW   *2024*

- Developed a Python-based desktop application using Tkinter for managing and storing website credentials.
- Integrated random password generator with automatically copy to clipboard support and form validation.
- Data stored in a local '.txt' file with automatic creation if not present.

Turtly Viper — A classic snake game of speed, survival, and snacks   *GitHub Repository*

PYTHON, TURTLE GRAPHICS   *2024*

- Built a classic Snake game from scratch using Python's built-in turtle graphics module.
- Designed modular architecture with separate classes for snake movement, food generation, and score tracking.
- Implemented real-time collision detection, dynamic food spawning, and score updates.
- Features smooth arrow-key control, self-collision logic, and game-over handling.

Technical Skills

Languages Python, C, C++, SQL

Web Technologies HTML, CSS, JavaScript, Bootstrap

Tools & Platforms Git, GitHub, Tkinter