

# Aaditya Vardhan Narain

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## EDUCATION

### IIIT-Hyderabad

*B.Tech and M.S. by Research in Computer Science and Engineering*

Hyderabad, Telengana

*Aug. 2022 – Present*

## EXPERIENCE

### Project Lead and Secretary

*Sports Council IIIT*

Aug. 2024 – Present

*Hyderabad, Telengana*

- Developed a Complete System using *FastAPI, Sveltekit, MongoDB, Docker, Nginx and Git*. Lead a team of 3 developers and designed the entire systems backend using *layered monolithic architecture* and designed the UI/UX. Currently maintain the website. Currently have a user base of 1500+ users in IIIT.
- Lead a Team of 29 sports enthusiasts to host 6 events with over 1000+ participants each over the span of 1 year

### Undergraduate Researcher

*SERC lab, IIIT-Hyderabad*

May 2024 – Present

*Hyderabad, Telengana*

- Currently working on an Intersection of HCI and VR, where I am looking at Personality and Affective Computing
- Understanding Gamification and its utility for VR HMD environment

### Teaching Assistant

*IIIT-Hyderabad*

Aug. 2024 – Apr. 2025

*Hyderabad, Telengana*

- Assisted the Instructor in teaching a class of 350+ students of *Computer Programming* from Aug. 2024 to Dec. 2024 and Assisted the Instructor in teaching a class of 250+ students of *Introduction to Software System* from Jan. 2025 to May 2025

### Software Intern

*VILS AI*

Jan. 2024 – Apr. 2024

*Hyderabad, Telengana*

- Created a user side software using React and created a server side software using FastAPI, Alembic, MySQL and MongoDB. Worked alongside a team of 4 members

## PROJECTS

### Legend of Stunks | *Python, FastAPI, PostgreSQL, Docker, Nginx, Next.js*

Jan. 2025 – Apr. 2025

- Developed a full-stack web application prototype using with FastAPI serving a REST API with Next.js as the frontend. Designed a Service Oriented Architecture, with 7 services communicating with each other
- Used Principles of Gamification to focus on usability and also used SOA to build a more scalable and maintainable system. Containerized all services using docker and had an nginx load balancer

### CoinWise | *Next.js, Figma, User Research*

Jan. 2025 – Apr. 2025

- Developed a prototype for a learning platform for the financial illiterate. Conducted User Research using the Design Thinking methods. Designed the Information Architecture, wireframes and prototype in Figma and implemented it in Next.js

### RSS Feed Reader | *Java, Maven, Git, HTML/CSS/Javascript*

Jan. 2025 – Mar. 2025

- Refactored a pre-existing RSS Feed Service. Created UML class diagrams. Used Design Patterns. Added new features on the underlying system. Collaborated in a team of 5 members.

### SpaceGame | *Unity, Blender, Git, C#*

Aug. 2024 – Nov. 2024

- Designed a Game in Unity for VR and designed required assets in Blenders. Used C# as the scripting language for it. Collaborated in a team of 3 to Build and Deployed it on Meta Quest 3

### Network File System | *C, Socket API*

Aug. 2023 – Nov. 2023

- Developed a Network File System where multiple systems/clients can connect to the network and act as storage servers. Designed features like concurrency, caching, efficient searching, risk handling and server backups working on TCP sockets.

## TECHNICAL SKILLS

**Languages:** Java, Python, C/C++, C#, SQL (MySQL, Sqlite, PostgreSQL), MongoDB, JavaScript, HTML/CSS

**Frameworks:** React, Node.js, SvelteKit, FastAPI, Flask, Next.js

**Developer Tools:** Git, Docker, Nginx, VS Code, Unity, Blender, Figma, Maven