

# Aditya Jha

B.E. Computer Science (AI & ML)

CGPA: 9.3/10.0 (till 2nd sem)

Siddaganga Institute of Technology

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## EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.E. (AI & ML)	Siddaganga Institute of Technology, Tumkur	9.3 (till 2nd sem)	2024-2028
Senior Secondary	CBSE Board	85.0%	2023
Secondary	CBSE Board	88.0%	2021

## EXPERIENCE

### • Full-Stack Web Developer

Sep 2024 - Present

Bangalore, India

- Architected and developed complete club website from scratch using React, Node.js, and MongoDB
- Built event registration system processing 200+ registrations with real-time database synchronization
- Optimized performance reducing page load times by 60% through query optimization and caching
- Manage deployment and maintenance ensuring 99% uptime

### • Website Manager

Dec 2023 - Present

Bangalore, India

- Maintain production website for 300+ member technical community with content management
- Integrated MongoDB database for automated event registration workflows and analytics dashboards
- Developed custom features including admin dashboards and user authentication systems

## PROJECTS

### • Knightfall: Dimensional Rifts

2024

itch.io

- 2D Action-Platformer / Godot Engine, GDScript*
- Developed dimension-hopping platformer with 5 unique levels and dynamic world transitions
  - Implemented custom physics engine with collision detection, gravity systems, and character controllers
  - Designed enemy AI using state machines and pathfinding algorithms with varied behavior patterns
  - Published on itch.io achieving 500+ plays with positive community engagement

### • Rats vs Cats

2024

itch.io

- 2D Survival Shooter / Godot Engine, GDScript*
- Built survival shooter with weapon systems, projectile physics, and wave-based enemy spawning
  - Programmed intelligent enemy AI with dynamic difficulty scaling based on player performance
  - Created complete game loop with scoring, power-ups, custom animations, and visual effects

### • KeyLOOps & Biscuit Trust

2024

itch.io

- Game Jam Entries / Godot Engine, GDScript*
- Rapidly prototyped two complete games within 48-hour game jam constraints
  - KeyLOOps: Rhythm-memory game with pattern recognition and progressive difficulty
  - Biscuit Trust: Strategy game implementing game theory with decision-based mechanics

## TECHNICAL SKILLS

- **Programming Languages:** Python, C++, JavaScript, GDScript, HTML5, CSS3, SQL
- **Web Development:** React.js, Node.js, Express.js, MongoDB, RESTful APIs, Responsive Design
- **Game Development:** Godot Engine, 2D Game Design, Physics Systems, AI Programming, Animation
- **Tools & Platforms:** Git/GitHub, VS Code, Linux, Adobe Photoshop, Blender, Microsoft Office
- **Core Competencies:** Data Structures & Algorithms, Problem Solving, Full-Stack Development, Debugging

## POSITIONS OF RESPONSIBILITY

### • Technical Lead, Pathfinder Club, SIT

Sep 2024 - Present

- Lead web development and technical infrastructure for college management organization

### • Active Member, DeCoders Club, SIT

Dec 2023 - Present

- Regular participant in technical workshops, coding competitions, and community events

## ACHIEVEMENTS

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- **5th Place**, Hackademia (24-hour hackathon, 100+ teams), HackWithIndia & Algo GenZ Aug 2025
- **1st Place**, Code Conqueror - Coding Competition, DeCoders SIT Dec 2024
- **1st Place**, Reverse Coding Challenge, DeCoders SIT Dec 2024
- **Published Game Developer**, 4 games on itch.io with 1000+ cumulative plays across all titles 2024
- **4 Hackathon Participations**, HackwithHyderabad at Microsoft Office, Buildverse, Brewathon, Hackademia *2024-2025*

## EXTRACURRICULARS

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- **Game Development Community**, Active itch.io publisher and GitHub contributor
- **Languages**, English (Fluent), Hindi (Fluent), Kannada (Conversational)