

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

Pathfinder Club, Siddaganga Institute of Technology

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

DeCoders Club, Siddaganga Institute of Technology

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

2D Action-Platformer / Godot Engine, GDScript

2024

itch.io

– 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

2D Survival Shooter / Godot Engine, GDScript

2024

itch.io

– 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

Game Jam Entries / Godot Engine, GDScript

2024

itch.io

– 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

– Lead web development and technical infrastructure for college management organization

Sep 2024 - Present
- Active Member, DeCoders Club, SIT

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

Dec 2023 - Present

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)