

ADITYA JAISWAL

+91 8177984057 ✧ Nagpur

adityacjaiswal@gmail.com ✧ linkedin.com/in/adityajaiswal1/ ✧ github.com/AdityaCJaiswal

OBJECTIVE

Motivated and tech-savvy engineering student seeking an entry-level software development role to apply my skills in programming, web development, and blockchain while contributing to organizational goals and expanding my professional expertise.

EDUCATION

Bachelor of Technology (B.Tech) in Information Technology

Expected May 2027

Shri Ramdeobaba College of Engineering and Management, Nagpur

SKILLS

Programming Language	Java, C/C++, JavaScript, Python, Solidity
Web Development	Node.js, Express.js, Spring Boot, React.js, Next.js (MERN Stack)
Database	PostgreSQL, MongoDB
Other technologies	Git/Github, Blockchain, Ethereum, Tiled
Problem solving	DSA, Competitive Programming

PROJECTS

Time Capsule using Blockchain.

Solidity, Ethereum, MERN Stack

Built a DApp to store time-locked messages on the Ethereum blockchain using smart contracts. Ensured secure, delayed access via timestamp-based retrieval logic (Try it here)

Infinity Quest – Retro Top-Down Game

HTML, CSS, JavaScript, Aseprite, Tiled

Designed and developed a classic 8/16-bit style top-down adventure game inspired by Pokémon Red. Contributed to immersive map design using Aseprite and Tiled to enhance player experience and engagement. (Try it here)

ACHIEVEMENTS

- Scored 94.5 percentile in Naukri Campus Young Turks
- National Semi-Finalists in Tata Imagination Challenge 2024, organised by the Tata group
- Qualified Stage 1 of the AlgoUniversity Tech Fellowship (ATF) 2024, standing out among 20,000+ applicants and earning a spot in the top 4,000
- 6th Rank Holder in RUBIREX – Rubix Cube Solving Competition in Aarohi Juniors, VNIT Nagpur. Recorded Time – 30 Seconds

LEADERSHIP AND VOLUNTEERING

- **Technical Co-head – Colosseum 2024 (Departmental Fest)**
Event Volunteering, Game Design Engagement Tools
Collaborated with the technical team to enhance event interactivity through a custom top-down retro game. Contributed to map design using Aseprite and Tiled, improving participant engagement and overall user experience.

HOBBIES

- Speedcubing, Puzzle Solving, Chess, PC Gaming

LANGUAGES

- English (Fluent), Hindi (Native), Marathi (Conversational), Spanish (Beginner)