Aditya Raj

 github </> portfolio linkedin adityaraj10544@gmail.com

EDUCATION

Indian Institute of Engineering Science and Technology — August 2027
B.Tech. Information Technology — *Current CGPA: 8.33/10.0*

SKILLS

Languages: C/C++, Python, Java, JavaScript/TypeScript, HTML/CSS

Technologies/Tools: Git,GitHub, MongoDb, Postgresql, Docker, AWS, CI/CD, Websockets, WebRTC, gRPC, Redis Pub/Sub/Message Queue, Kafka, JWT/OAuth, NextAuth, Monorepo, Grafana, Prometheus

Frameworks/Libraries: React, Express, Socket.io, Recoil, Mongoose,Turborepo, Prisma, TailwindCSS, Next.js

PROJECTS

MapVerse | *Next.js, Typescript, Websockets, Kafka, docker, Redis, Prisma* — July, 2025
- A multiplayer open world game where users can connect, explore different maps together, and interact with various map objects.
- Players can attend events, play mini-games at the city's casino, solve riddles, and interact with NPCs.
- Players can send messages, add friends, and travel by bus to different cities.

Kiwi | *Typescript, Redis message queue, Socket.io, ShadCN, Recoil, Redux, mongoose, Express* — November, 2024
- A dynamic interactive platform where you can connect with friends and meet new people through peer-to-peer and group chats
- Cloudinary is utilized to temporarily store images and videos during chat sessions, while video calls are implemented using WebRTC technology.
- People can immerse themselves in exciting games together by creating their own rooms to tailor their experience and bring their community to life!

MidBlade | *React, Recoil, TailwindCSS, Node.js, Socket.io* — November, 2024
- A multiplayer game that allows players to create rooms and share the room link with their friends.
- Utilized Socket.io to enable data sharing across multiple clients through a WebSocket server.
- Implemented state management using the Recoil library and custom hooks to effectively manage all client-side data.

ACHIEVEMENTS

ICPC Chennai Regional Winner | Involved in the club centered around Competitive Programming

NIT Rourkela Hackathon Winner | Routinely tutor K–12 students in math, coding, etc.

JPMC Code for Good Hackathon Winner | Earned an award for philanthropic hours spent; still giving away 100 stocked ba

WORK EXPERIENCE

GDG Campus Dev Team | *Member* — 2025
Collaborating with our College's best developers on many projects.

CodeIIEST — Coding society of College | *Volunteer, Maintainer* — 2025
Maintaining our college's websites like Cp/Dsa, GenAi, and CodeIIEST official Website.