

Manvendra Rajpoot

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Projects

Alien Invasion

- Developed an immersive 2D space shooter game with captivating mechanics.
- Designed player controls for an exciting gaming experience.
- Designed enemy behaviors for challenging encounters.
- Created engaging levels to maintain player interest.

Space Dodge

- Developed "Space Dodge," a 2D game with dynamic obstacles and thrilling navigation.
- Crafted progressively challenging levels to test reflexes and skills.
- Designed innovative gameplay elements for variety and excitement.
- Created an engaging experience for players seeking excitement.

Pixel Runner

- Engineered 'Pixel Runner,' a 2D side-scrolling game with progressively challenging levels.
- Created responsive character animations for immersive gameplay.
- Designed innovative gameplay features to enhance enjoyment.
- Developed visually appealing assets for an attractive user experience.

Graph Composer

- Created a dynamic tool for generating fluid text compositions based on word relationships.
- Developed user-friendly algorithms for smooth and intuitive interaction.
- Crafted engaging content to captivate users' attention.
- Ensured a seamless user experience through thoughtful design.

Minesweeper

- Implemented Python's Minesweeper game board with user-friendly design.
- Refined game mechanics with iterative testing.
- Designed efficient gameplay mechanics for engaging challenges.
- Ensured a seamless interface for intuitive navigation.

EDUCATION

Bundelkhand University

2021 - 2024

Graduation in Bachelor of Computer Application

Government Inter College

2020 - 2021

Intermediate Education in Science (Maths)

SKILLS & INTERESTS

• Skills:

○ Development Stack

- Python, Django, JavaScript, HTML, CSS, React

○ Development Tools and Utilities

- Pygame, Linux, Git, BeautifulSoup

- **Interests:** Gaming, Reading, Cooking, Automating Repetitive Tasks, Horror