

AMRATYA SINGH

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PROFILE SUMMARY

Full Stack & Game Developer skilled in front-end and backend development, cross-platform game design with Unity/Unreal, 3D asset creation in Blender, and AR/VR integration. Focused on performance, realism, and immersive user experiences.

EDUCATION

Vellore Institute of Technology Bhopal - BTech (CSE)

June 2022 - August 2026

Kendriya Vidyalaya AMC Lucknow - 10th & 12th Class

April 2018- July 2021

SKILLS SUMMARY

- **Programming Languages:** Java, JavaScript
- **Front-End Development:** HTML, CSS, JavaScript, React.js
- **Back-End Development:** Node.js
- **Database Management:** MongoDB, MySQL
- **Version Control & Tools:** Git, GitHub, Visual Studio Code
- **Gaming Technologies & Tools:** UNREAL ENGINE, UNITY 3D, BLENDER

PROJECTS

ECOTRACK – AI Powered Carbon Footprint Calculator

- Developed a full-stack web app to track, analyze, and reduce user carbon footprints using ML-powered insights and real time recommendations.
- Implemented a Gradient Boosting model (72% accuracy) and an anomaly detection system to personalize and optimize environmental impact reporting.
- Engineered REST APIs, secure user auth, and a responsive React dashboard with interactive data visualizations.
- Created gamified features (challenges, achievements, leaderboard) to boost user engagement by 40%.
- Built ETL pipelines and time-series tracking for long-term sustainability analysis; processed 100K+ <200ms response time.
- Achieved 15% average reduction in user emissions through tailored recommendations.
- **Tech Stack:** React, Node.js, Express, MongoDB, TensorFlow, D3.js

Breakout-Behind Enemy's Line| [YOUTUBE](#)

- Developed a Multi-Level Escape Game in Unity 3D: Designed and implemented an engaging escape game with dynamic gameplay, set in an old-fashioned jail environment.
- Environment Design and Immersion: Created a realistic and atmospheric jail setting featuring intricate details of cells, corridors, and props to enhance the player's experience.
- Character and AI Development: Designed gameplay mechanics where the player (a lady) strategically avoids a pursuing jailer, implementing AI behaviors for dynamic interactions.
- Sound Design and Audio Integration: Managed the game's sound design, incorporating ambient audio, character footsteps, and tension building background music to enhance immersion.
- **Tech Stack:** C#, Unity 3D Engine, Sound Script, Blender

AP Institute| [WEBSITE LINK](#)

- **Developed a responsive website**, boosting student inquiries by **30%** in a month.
 - **Created three service pages** with **Call Now & WhatsApp Chat** for instant communication.
 - **Tech Stack:** HTML, CSS, JavaScript.
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