**AMRATYA SINGH**

LinkedIn: [Amratya Singh|LinkedIn](mailto:Amratya%20Singh|LinkedIn) Email: [amratyasingh28@gmail.com](mailto:amratyasingh28@gmail.com)

Mobile: +919169123450

Address: Lucknow, Uttar Pradesh

# 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) (8.4 CGPA) June 2022 – [Present]

**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

## UBER Clone – Real-Time Ride-Hailing Web Application

## • Engineered a dynamic full-stack web app replicating Uber’s ride-hailing functionality with real-time tracking and scalable architecture. • Developed secure user and driver authentication using JWT and RESTful APIs for ride creation, fare calculation, and profile management. • Integrated Google Cloud Platform for geolocation, mapping, and real-time route optimization. • Enabled live location updates every 10 seconds and real-time driver-user communication using Socket.io. • Implemented proximity-based ride matching within a 2km radius, enhancing system efficiency and response time. • Tech Stack: React.js (Vite), Node.js, Express.js, MongoDB, Socket.io, Google Cloud Platform

## Breakout-Behind Enemy’s Line| [YOUTUBE](https://youtu.be/vzJJ-00fajE?feature=shared)

* 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

**WanderLust – Community-Driven Travel Discovery Platform**

• Crafted a full-stack travel web app enabling users to explore, share, and review over 1,000 unique destinations.  
• Implemented secure login/signup using Passport.js and built RESTful APIs for destination and review management.  
• Enabled user-generated content with editable and deletable reviews to ensure accurate, fresh information.  
• Improved platform engagement by 35% through intuitive UI/UX and interactive travel listings.  
• Fostered community-driven exploration by allowing users to contribute new destinations and experiences.  
• Tech Stack: Node.js, Express.js, MongoDB, REST API, Passport.js, HTML, CSS, JavaScript