**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](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

## AP Institute| [WEBSITE LINK](https://aphometuition.co.in/)

* **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.