

Aditya Wagh

E: adityawagh0202@gmail.com | L: [linkedin.com/in/adityawagh02/](https://www.linkedin.com/in/adityawagh02/) | M: +91 7045 5491 72 | A: Thane |

SUMMARY

Passionate and creative **Game Developer & Software Tester** with strong programming skills, pursuing a bachelor's degree in computer science. Experienced in game development, **content creation**, and user experience design. Eager to leverage expertise in **game mechanics**, **level design**, and **interactive storytelling** to contribute to dynamic teams and create **innovative gaming experiences**.

SKILLS

Game Design: Level Design, Game Mechanics, Narrative Design, Prototyping

Programming Languages: C++, Python, HTML, Java, CSS, NodeJS

Game Development Tools: Unity, Unreal Engine, Streamlit, TensorFlow, NumPy

Video Editing & Content Creation: Adobe Premiere Pro, Cap Cut, Photoshop

PROJECTS EXPERIENCE

YouTube Channel – Part-time Video Streamer & Content Creator

Nov 2019 – Present

- Designed and produced engaging gaming content for an audience of over **10 lakh views**.
- Streamed gameplay sessions, interacting with the community to enhance **engagement and viewer experience**.
- Edited and optimised** videos using **Adobe Premiere Pro, Cap Cut, and Photoshop**, ensuring high-quality content.
- Analyzed** viewer feedback to refine content strategy and **increase audience retention**.

Image Classifier with TensorFlow and Streamlit

Jun 2024 – Nov 2024

- Developed a **web app** using **Streamlit and TensorFlow** to classify images from the CIFAR-10 dataset.
- Implemented a **pre-trained model** to **predict images** into 10 categories: airplane, cat, dog, etc.
- Created a **user-friendly interface** for image **uploads, predictions**, and **feedback** collection.
- Optimized image processing using **PIL** and **NumPy** for resizing and **normalizing** images.
- Integrated **error handling** to ensure **smooth predictions and user interaction**.

Twitch Clone – Next.js Livestream Platform

Jan 2025 – Mar 2025

- Built a **Twitch-like streaming platform** using **Next.js 14, Live Kit, and Clerk** for authentication.
- Implemented **RTMP & WHIP protocols** to enable seamless live streaming with **OBS**.
- Designed features like **real-time chat, live viewer count, streamer dashboard**, and **followers-only mode**.
- Developed a **blocking & kicking system** for moderation and **slow chat mode** for better engagement.
- Used **MySQL** for user and stream data management, integrated **webhooks** for real-time updates.
- Deployed the platform using **Ngrok** and **Node.js** for secure local tunnels and API management.

EDUCATION

BSc – Computer Science

Guru Nanak Khalsa, College

MUMBAI, INDIA

Jul 2022 – Jul 2025

CERTIFICATION

- Introduction to Basic Game Development using Scratch - Coursera (May 2024)