JAYESH RL

Aspiring Software Engineer

Koramangala,Bengaluru •https://aspect022.github.io/Portfolio/ • jayeshrl2005@gmail.com

SUMMARY

I am Jayesh RL, a B.Tech student specializing in Computer Science with a focus on AI & ML. I have developed many projects, participate in weekly coding contests, and enjoy coding as a hobby. With proficiency in numerous languages, I have strong teamwork and leadership skills and stay composed under pressure.

PROJECTS

Hangman Game

- Developed a fully functional Hangman game in Python using Pygame. The game features multiple word lengths, an interactive virtual keyboard, dynamic game state updates, and a visually appealing interface.

Orrey web app

- Developed a 3D interactive solar system visualization using Three.js, incorporating accurate orbital mechanics, real-world planetary data, and dynamically scaling distances and sizes. Implemented moon orbits, realistic lighting effects based on solar proximity, and optimized the Orrery Web App for performance and responsiveness across devices, ensuring smooth and immersive user interaction.

Platformer Game

- Designed a custom 2D platformer game which have various levels and i have implemented gravity and multiple other physics gravity whith a 2D character done completely using java.

EDUCATION

Bachelor of Technology in Computer Science(AI&ML)   **Sep 2023 - Jun 2027**

Dayananda Sagar University
  Current Year: Second Year
- Data Structures: Techniques for efficient data organization and manipulation
- Algorithms: Study of computational processes for solving problems.
- Artificial Intelligence: Design and implementation of intelligent systems and applications.
- Machine Learning: Methods for creating models that learn from data

TECHNICAL SKILLS

- Programming Languages: Python, Java, C, Kotlin
- Web Development: HTML, CSS, JavaScript
- Databases: SQL, MySQL

LANGUAGES KNOWN

- English
- Hindi
- Tamil
- Kannada
- Telugu