



EDUCATION

Year	Degree/Exam	Institute	CGPA/Marks
2027	B.TECH	IIT Kharagpur	8.77 / 10
2023	CLASS XII (MSBSHSE)	Sharda Vidyaniketan, Akola	84.50%
2021	CLASS X (CBSE)	Noel School, Akola	99.00%

PROJECTS

ITR Filing Suggestion Software | Software Engineering Course Project

Feb '25 - Mar '25

Under the guidance of Prof. Debasis Samantha and Prof. Jibesh Patra

- Built **full-stack** tax insight platform using **MongoDB**, **Node.js** & **Next.js** for precise input, complex tax calculation and **AI-summarisation**
- Implemented **role-based auth system** using **JWT** and integrated **email verification** to securely register and login CAs, users, and admins
- Integrated C++ via **Flask bridge** for heavy tax logic used to generate structured JSON output with detailed income and deduction insights
- Created **admin** portal to manage CAs verification, activation and control access with **backend workflows** and job-scheduling algorithm
- Added **inbox system** with **masked user details** and **persistent message storage** with **RESTful endpoints** for CA-user communication

Soul Magician - Published 2D Game | Self Project

Jul '24 - Dec '24

- Developed a **2D RPG** game using **Unity Engine** and **C#**, delivering **15+ minute** gaming experience with **enhanced user engagement**
- Achieved **100+ impressions** and **35+ browser plays**, demonstrating successful launch metrics by publishing on **chimankarparag.itch.io**
- Incorporated Unity tools: **Event System**, **Cinemachine**, **Input System**, **Sprite rendering**, Tilemaps, Scenes, Animator and **UI controls**
- Integrated **mobile functionality** and **cross-platform compatibility** for **responsive** gameplay for different desktop and mobile devices

RC rover with Camera Functionality | DIY Lab Course Project

Jan '24 - Mar '24

Under the guidance of Prof. Vikranth Racherla

- Assembled and programmed RC **rover with integrated movement** and **pan-tilt camera controls** using **Arduino** and ESP32-CAM module
- Created responsive **web-based control interface** accessible over WiFi network, optimised for **real-time** controls with **sub-100ms latency**
- Utilised **WebSocket** communication protocol for **bidirectional data transmission** for video and obtained around **25fps** video streaming
- Incorporated **AsyncTCP** and **ESPAsyncWebServer** technologies and demonstrated efficient **WiFi** remote control up to **10m** range

NPC Dialogue in Unity | Self Project

May '25

- Developed a **multi-API supported NPC** response system using **Azure AI Inference SDK**, **REST API** and configurable **Flask** backend
- Formulated **3 C# networking scripts** and **modular prefab-based** UI system which simplified the overall setup and diverse functionality
- Added feature to set NPC behaviour and switch between models within Unity Editor, using **UnityWebRequest** and **JSON serialization**
- Achieved **increased developer productivity** by eliminating switching between server and editor and **reduced hardcoded configurations**

AWARDS AND ACHIEVEMENTS

- Achieved an **All India Rank of 3976**, meritoriously placing in the top **2%** among more than **0.18 million** participants in JEE Advanced 2023
- Achieved an **All India Rank of 5121**, effectively securing rank in the top **0.3%** among more than **1.6 million** participants in JEE Mains 2023
- Awarded the prestigious **NTSE Scholarship (2020)**, ranking among the **top 2,000** scholars from over **1 million applicants** nationwide
- Attained **2nd** rank in **Vidhyarthi Vigyan Manthan** Maharashtra zone and advanced to national level in this science research examination

COMPETITION/CONFERENCE

OpenIIT GameDev | Gold Medal

Nov'24

(Objective: To build a PvP game representing Indian Culture)

- Achieved **First Place** in the **Open IIT Game Development** competition hosted by IIT Kharagpur and evaluated by **KRAFTON India** judges
- Designed and developed **Hide n Seek**, a multiplayer **prop hunt PvP** game using Unreal Engine 5 incorporating Indian-themed assets

SKILLS AND EXPERTISE

Programming Languages: Proficient: C, C++, C#, Bash | **Intermediate:** HTML, Tailwind CSS, JavaScript, TypeScript | **Familiar:** Python
Libraries / Frameworks: Numpy, Pandas, Matplotlib, Seaborn, Flask, OpenCV, React, NextJS, ThreeJS

COURSEWORK INFORMATION

Computer Science: Programming and Data structures* | Algorithms - I* | Software Engineering* | Switching Circuits and Logic Design* | System Programming* | Basic Electronics* | Formal Languages & Automata Theory (* denotes an associated laboratory component)
Mathematics: Discrete Structures | Probability and Statistics | Advanced Calculus | Linear Algebra and Complex Analysis

POSITIONS OF RESPONSIBILITY

Senior Game Developer | Computer Graphics Society, IIT Kharagpur

Nov '23 - Present

- Independently designed and developed **three** 2D games and a Collab project, well-versed in the **end-to-end Game Development** process
- Provided mentorship and technical guidance to junior developers throughout the year by **organising hands-on workshops** and seminars

EXTRA CURRICULAR ACTIVITIES

- Appointed** as the **NSO Tennis Leader** in the second year and expertly conducted practices and examinations while thriving as a player
- Contributed to the **design** and on-ground **execution** of Rajendra Prasad Hall's **Silver-winning** entries in both **Rangoli & Illumination 2024**