

Diwangshu Kakoty

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Summary

I am a passionate Software Developer equipped with good coding and debugging skills. I have full knowledge of the MERN stack and have also gained decent experience by making projects.

Skills

1. HTML, CSS
2. React JS
3. Node.js with Express
4. Fast API
5. MongoDB
6. LangChain
7. Programming Languages: C, C++, Python, and JavaScript
8. VCS: Git & GitHub
9. Data structures and algorithms

Projects and Experience

1. **Indie Game:** <https://www.moonwalkgames.net/ata>
I have developed an indie game called '**A Thug's Ascension**' and released it on January 16th, 2024. Since then, the game has been doing well on sales.
2. **Vehicle & Driver Management System:** [GitHub Repo](#)
Developed a Vehicle & Driver Management System to streamline fleet operations.
3. **Tic-tac-toe game (Human vs AI):** [GitHub Repo](#)
Developed a Human vs AI Tic-Tac-Toe game with an intelligent bot using the Minimax algorithm for optimal moves.

Achievements

1. **GSoc'25 (Google Summer of Code)** mentee
I am a GSoc'25 student and an active contributor at [SugarLabs.org](https://sugarlabs.org) [Acceptance Letter](#). My project focuses on Generative AI and implementing CRUD operations.
2. Participated in many Hackathons, which helped bring team collaboration experience and efficient coding for making projects.
[Google Drive Link for certificates](#)

Education and Training

College :

S.R.M. Institute of Science And Technology

B.Tech. Computer Science

CGPA: 9.14

School :

Delhi Public School, ONGC, Nazira Ligeripukhuri, Nazira, Assam

Class XII Science (Board: CBSE) - **Score: 88.8%**

Class X (Board: CBSE) - **Score: 93.4%**