

Shibraj Das

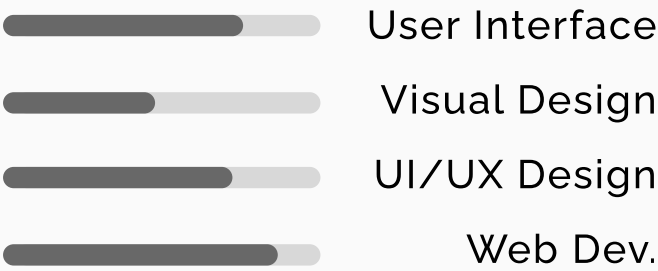
Frontend Developer



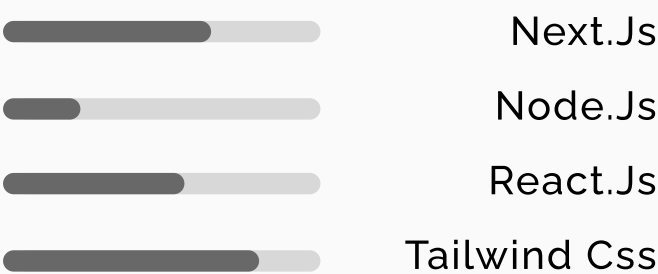
EDUCATION

B.Tech
S.R.M. Ist Ktr
CSE. Core
2025 - 2029

SKILLS



Frameworks



CONTACT

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[my portfolio](#)
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PROFILE

Motivated and versatile developer with experience in game development, web technologies, and AI research. Skilled in building functional and engaging digital solutions from concept to deployment. Proficient in multiple programming languages including JavaScript, TypeScript, C, C++, Java, and Python, with strong knowledge of HTML, CSS, and frameworks such as React, Next.js, Node.js, NumPy, and Pandas. Actively contributing to technical communities while leading independent development projects with a focus on innovation and continuous growth.

EXPERIENCE

Web Developer

GitHub Community S.R.M | 2025 - present
Joined a student developer community established by GitHub in collaboration with SRM University, contributing to both web and AI development initiatives.

- Develop and maintain web solutions for community projects and events
- Actively contribute to AI-based applications and research activities
- Collaborate with peers in technical workshops, hackathons, and open-source projects
- Enhance project accessibility and user experience through continuous improvements

Technical Member & AI Researcher

F.A.S.T. Nvidia | 2025 - present
A research-focused community established by NVIDIA in collaboration with SRM University, working on advanced technologies including AI and related domains.

- Contributing to AI research and development initiatives within the club
- Designing and maintaining the club's official website and technical infrastructure
- Collaborating with multidisciplinary teams to support ongoing research projects
- Participating in knowledge-sharing sessions and innovation-driven activities

Founder | Game dev | Web dev

S.A.A. studios | 2021 - present
Founded and currently lead an independent game development initiative focused on building original and engaging interactive experiences.

- Direct the studio's overall vision, strategy, and execution
- Design and develop game concepts, mechanics, and prototypes
- Handle both front-end and back-end development for studio web presence
- Manage project timelines, workflows, and creative direction
- Expanding the portfolio and preparing the studio for formal registration and commercial releases