

ADITYA RANJAN

LinkedIn: [Aditya Ranjan](#)

GitHub: [github.com/Default-here](#)

Email: adityaranjan_2004@outlook.com

Mobile: +91 9910588941

EDUCATION

- **Bharati Vidyapeeth University** Pune
B.Tech; CGPA: 8.2 2022 – 2026
- **Mayo International** Delhi
12th; Percentage: 92% 2022

EXPERIENCE

- **AmpUp** Remote
Web Development Intern Dec 2023 – Jan 2024
 - **Architected Scalable APIs:** Engineered and optimized application programming interfaces (APIs) to power AmpUp's video overlay and live stream assist platform, ensuring high performance and reliability.
 - **Developed Modular Front-End Components:** Accelerated front end development by building 7+ responsive, reusable front-end templates for the editor interface, enhancing user experience and workflow efficiency.
 - **Advanced Database Operations:** Leveraged Google Firestore for complex data operations, including storing, updating, and managing over 10+ user-generated widgets.
 - **Enhanced Platform Functionality:** Diagnosed and resolved critical software issues while spearheading the creation of custom widgets to increase versatility and user engagement.
- **Neosphere Interactive** Remote
Intern Game Designer June 2024 – Oct 2024
 - **Contributed to Key Game Components:** Collaborated with the team to design and implement over 10+ critical gameplay elements for an ongoing project, enhancing overall player engagement.
 - **UI/UX Design Expertise:** Advised and defined user interfaces and established the aesthetic of the game, ensuring a cohesive and immersive visual experience.
 - **Innovative Features:** Assisted in the development of features to create a compelling and memorable gameplay experience. Advising over 10+ components and features

PROJECTS

- **Midnight Summer Ninja - Unity** [itch.io](#)
Engineered a 2D action arcade game in under 7 days, conceptualizing diverse enemy types and integrating unique mechanics like dashing and time-slowing that enriched gameplay experiences for users.
- **Space Bars - SDL** [GitHub Link](#)
Made a **space shooter in C++** using SDL without a game engine. Designed 10+ graphic assets and implemented modern game design mechanics. Reduced project size by over 95% using low-level libraries.
- **Input System - C++** [GitHub Link](#)
Perfected a comprehensive input system achieving game engine-level abstraction for keyboard and mouse inputs recognizing 5+ input types. Implemented modern input-handling features at a **low level using C++**.
- **Render Pipeline Visualiser - OpenGL** [GitHub Link](#)
Created a pipeline visualizer that helps to go through every step of a render pipeline for any 3D 'obj' file uploaded. Learnt and implemented the project in Open GL

SKILLS

- **Languages:** GD Script, C, C++, C#, JavaScript, Python
- **Technologies:** Godot, Unity, Unreal 5, Google Firestore
- **APIs/Libraries:** SDL, OpenGL, VueJS, Quasar, Matplotlib, Pandas, Scikit, Hugging Faces, LangChain

LEADERSHIP AND RECOGNITION

- **Head Literary Council:** Leading the official Literary Society of the college with a team of over 40 members.
- **CBSE Certificate of Merit:** Achieved a perfect score in Social Studies, ranking in the top 0.1% of Indian candidates in the 2020 SSC exams.
- **Winner, Reportage - IIT Bombay:** Secured First Place in a national investigative journalism competition, demonstrating strong analytical and reporting abilities.
- **Second Prize, UHC We Want:** Art Competition: Awarded Second Prize in a global photography competition organized by the UN.
- **Event Head Pratham Stambh:** Led and managed a successful debate event for the college fest handling a team over 20 people.