Swarnaditya Singh

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Work Experience

- **Zombie Shooter**
  - A WebGL based top-down shooter game developed in 2 days.
- **NotQuietHexagon**
  - A WebGL based Super Hexagon replica developed for a school assignment in under 10 minutes.
- **Bad Game?**
  - A Dodge The Blocks type of game created for a 1-hour game challenge.
- **PongExtreme**
  - A WebGL based extreme Pong game developed for a school assignment in under 1 hour.
- **The Killer Cylinder**
  - A casual FPS game about killing cubes with a cylinder and colliding with the big brain. Made for the Bada Soch game jam, hosted by Nikhil Malankar.
- **Meteorite Mayday: Planet Panic**
  - A game where you control satellites and try to save the planet from getting hit by meteorites.
- **Spike Hopper**
  - A casual Android game similar to Flappy Bird but with a twist.

Personal Projects

- **Flix-cli**
  - A highly efficient, powerful, and fast movie scraper.
- **Artgare-Cli**
  - A command-line application written in POSIX compliant shell script that lets you download 3D models right from your terminal.
- **Image Viewer**
  - A simple image viewer for my artworks posted on my personal website.

Education

Bachelor in Computer Application | 2022-2025 - Birla Institute of Technology, Mesra

Skills

- Languages: C, C++, C#, Lua, Java, JS, Python.
- Dev. Tools: Docker, Arch Linux, Hyprland, Emacs, Git, Imagemagick, FFmpeg, Vim
- Misc: Org Mode, Unity, Kubernetes