

Swarnaditya Singh

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Education

Bachelor of Computer Applications (2022–2025)

Birla Institute of Technology, Mesra

Internship Experience

Web Developer, ProtaTECH INC.

Worked on internal micro-sites using Angular 17 and ASP.NET. Contributed to research and development of an internal video-content processing pipeline.

Technical Skills

Languages: C, C++, C#, Lua, Java, JavaScript, Python, GDScript.

Development Tools: Docker, Arch Linux, Hyprland, Emacs, Git, ImageMagick, FFmpeg, Vim.

Miscellaneous: Org Mode, Unity, Godot, Kubernetes.

Projects

Zombie Shooter

A WebGL-based top-down shooter game developed in 2 days.

NotQuietHexagon

A WebGL Super Hexagon-style replica created for a school assignment in under 10 minutes.

Bad Game?

A “Dodge the Blocks” style game created for a 1-hour game challenge.

PongExtreme

An extreme Pong variant built in under 1 hour for a school assignment.

The Killer Cylinder

A casual FPS where the player destroys cubes and confronts a boss. Created for the Bada Soch Game Jam hosted by Nikhil Malankar.

Meteorite Mayday: Planet Panic

A game where players control satellites to protect Earth from incoming meteorites.

Spike Hopper

A mobile game similar to Flappy Bird, with additional mechanics and twists.

Big Baby Goes Wild

A top-down action game developed collaboratively for the WTF × IGDC Game Jam.

SuperPacker

An idle clicker game about packing boxes. This is also my very first steam release

Relevant Coursework

Data Structures and Algorithms: Graph Algorithms, Search Algorithms.

Database Management Systems: SQL, SQLite, NoSQL.