

Swarnaditya Singh

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Education

Bachelor's in Computer Applications | 2022–2025

- Birla Institute of Technology, Mesra

Internship Experience

- **ProtaTECH INC.**

Web Developer

- Worked on few internal micro-sites using Angular 17 and ASP.NET
- Researched & developed internal pipeline for video content

Technical Skills

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

Projects

- **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.
- **Big Baby Goes Wild**
 - A Top-Down game me and my team made for **WTF x IGDC Game Jam**.

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](#).

Relevant Coursework

- Data Structures and Algorithms: Graph Algorithms, Search Algorithms
- Database Management Systems: SQL, SQLite, NoSQL