GARIMELLA SURYA DEEP

Aspiring Web &Game Developer

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Professional Overview

An enthusiastic and multi-skilled Computer Science undergraduate passionate about game development, web development, and Python-based solutions. Adept at transforming ideas into fully functional applications using Godot Engine, Python (Pygame), and web technologies. Eager to contribute to dynamic teams, solve real-world problems through code, and explore new AI tools and technologies.

Education

Bachelor of Computer Science Engineering from Bharat Institute of Engineering and Technology (BIET), expected to graduate in 2026 with a CGPA of 7.5. Completed Senior Secondary (Class XII) from Narayana Junior College, Hyderabad, in 2022 with 83.5%. Completed Secondary School (Class X) from Kakatiya Central High School, Hyderabad, in 2020 with a GPA of 10/10.

Technical Skills

- **Languages:** Python, Java, HTML, CSS, JavaScript, Node, SQL

- **Engines:** Godot Game Engine, Pygame

- **Tools:** Git, GitHub

- **Concepts:** Game Logic Design, AI Implementation, Web Development,ML/DL Model Integration

Achievements

- **3rd Place Winner**

  Smart India Hackathon (SIH) internal competition Demonstrated strong technical proficiency, teamwork, and innovation in building real-world problem-solving solutions.

- **4th Place Winner**

  Placed in the Top 4 teams in the Smart India Hackathon (SIH) 2025 Internal Competition, recognizing innovation, technical execution, and teamwork.

Professional Experience

Game Developer | Independent Projects

- Designed, developed, two complete games: "Claustrophobia" (Godot) and "GET RICH TYCOON" (Pygame).

- Managed all aspects of the development lifecycle, from concept and gameplay logic to AI, programming and UI design.

Web Developer | Independent Projects

- Developed a KBC-style quiz preparation web application using HTML, CSS, and JavaScript for Lotus Lap Public School, enhancing student engagement through interactive and gamified learning, along with a password generator Chrome extension.

- Focused on creating user-friendly layouts and implementing interactive components using HTML, CSS, and JavaScript.

Projects

Claustrophobia: The One Way Exit A psychological horror survival game built in Godot 4. Features AI-based enemy logic, a dynamic flashlight system, and an immersive, tension-building atmosphere to enhance player experience.

GET RICH TYCOON An idle clicker simulation game built with Python and Pygame. Incorporates incremental upgrades, a robust currency system, and balanced game economy mechanics for engaging long-term play.

Password Generator Chrome Extension Developed a secure password generator web extension using HTML, CSS, and JavaScript that generates strong passwords and stores newly created passwords for user access and reuse.

Certificate Generator System Built a full-stack certificate generation system using Python, HTML, CSS, JavaScript, and SQL that dynamically generates personalized certificates for users and manages records through a database.

Extra-Curricular Activities

- Regularly experiments with cutting-edge **AI tools and technologies** to improve workflow automation and development speed.
- Engage in independent learning through online platforms, strengthening practical skills in full-stack development, AI, and software engineering.