

# GAURAV SINGH

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| [GitHub](#)

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## Professional Summary

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Enthusiastic developer with hands-on experience building web apps, real-time dashboards, and games. Skilled in Python, Django, JavaScript, and cloud deployment. Seeking internship opportunities to contribute to scalable, impactful tech solutions.

## Skills

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**Languages:** Python, JavaScript, HTML, CSS, LUA

**Frameworks:** Django, REST API

**IoT/Hardware:** LoRa, Arduino, ESP32, MQTT, Embedded Systems

**Tools:** Git, Tailwind CSS, Docker, VS Code, WSL

**Platforms:** Linux, Windows, Virtual Machines

**Cloud/AI:** AWS, Google Gemini API, HuggingFace Transformers

**Game Engine:** Unity, Roblox Studio

## Projects

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### Death Clock Countdown App (Deployed on GitHub) [GitHub](#)

- **Developed an interactive countdown app** that calculates and displays the remaining time based on user's input (age and life expectancy).
- **Built with HTML, CSS, and JavaScript**, incorporating real-time calculations and dynamic visual updates for user engagement.
- **Designed a minimalistic yet visually striking interface**, focusing on intuitive usability and aesthetic presentation of time remaining.
- **Deployed the project via GitHub Pages**, ensuring cross-platform functionality with responsive design for both desktop and mobile devices.

### Multiplayer-Combat--(Deployed on Roblox)[Roblox](#)

- **Developed and published a multiplayer game in Roblox Studio** with support for up to 50 concurrent players, offering dynamic gameplay and scalable server performance.
- **Scripted complex NPC behaviors and level-based challenges** (Easy, Normal, Hard, Boss) using Lua to enhance replayability and player progression.
- **Integrated real-time multiplayer systems**, ensuring smooth synchronization of player actions, events, and interactions across all connected users.
- **Optimized game performance and UI/UX**, incorporating custom animations, intuitive interfaces, and immersive environments for an engaging user experience.
- **Managed full deployment on the Roblox platform**, including testing, debugging, and live updates based on analytics and user feedback

### Periodic table puzzle--(Deployed on GitHub) [GitHub](#)

- **Created an interactive drag-and-drop puzzle game** to help users learn the periodic table by matching elements to their correct positions.
- **Developed using HTML, CSS, and vanilla JavaScript**, with custom logic for checking correctness and updating the score in real time.
- **Integrated educational content with gamification**, improving user engagement through visual feedback and intuitive gameplay.
- **Deployed the project via GitHub Pages**, ensuring responsive layout and smooth functionality across devices.

## Spider-Man No-Internet Game (Deployed on GitHub) [GitHub](#)

- **Developed a browser-based Spider-Man endless runner game** using HTML, CSS, and JavaScript, inspired by Chrome's offline dinosaur game.
- **Implemented responsive animations and physics-based web-swinging mechanics** for dynamic character motion and obstacle interaction.
- **Designed custom assets and character sprites** to reflect Spider-Man's theme while ensuring lightweight performance for offline play.
- **Published the game via GitHub Pages**, making it publicly accessible and optimized for desktop and mobile browsers.

## Online Dictionary App (Deployed on GitHub) [GitHub](#)

- **Developed a responsive online dictionary web app** that fetches real-time word definitions using a public dictionary API.
- **Implemented search functionality using JavaScript and asynchronous API calls**, displaying definitions, phonetics, and usage clearly.
- **Designed a clean and user-friendly UI** using HTML and CSS, optimized for both desktop and mobile users.
- **Hosted on GitHub Pages**, ensuring public access and seamless user experience across devices.

## Education

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### Bachelor's in IoT

Dayalbagh Educational Institute, Agra

2023–2026

### XII (CBSE)

New St. Stephen Public School, Agra

2023