HARI ADITYA

Vizianagaram,City in Andhra Pradesh

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EDUCATION

GMR Institute of Technology (10 - 2021) – (6 - 2025)
B.Tech in Information Technology, - **CGPA: 7.5.** *Rajam, Vizianagaram district of Andhra Pradesh*

Ascent Junior College (06 - 2019) – (06 - 2021)
Intermediate MPC - **69%** *Visakhapatnam, Andhra Pradesh*

Sri Chaitanya School (06 - 2019)
SSC (10th Grade), - **CGPA: 9.2.** *Kommadi, Visakhapatnam*

COURSEWORK / SKILLS

- Data Structures & Algorithms
- Game Developer
- Operating Systems
- Database Management System (DBMS)
- Object-Oriented Programming (OOP).
- Web Development
- UI/UX Design.

PROJECTS

Game Development

Sansthaein Aur Samvidhan ⎘ | Educational Game on India's Constitution

- Developed an educational 2D game centered around India's institutions and constitutional framework, combining interactive learning with engaging gameplay. Focused on gamification and quiz-based learning.
  Keywords: Educational Game, 2D Game Development, Unity, C, Interactive Learning, Serious Games, Gamification, Quiz-based Learning, UI/UX, Player Engagement.

Mario-like Platformer Game ⎘ | 2D Platformer with Classic Mechanics

- Developed a 2D platformer inspired by Mario, featuring classic mechanics like jumping, running, and power-ups. The game focuses on smooth player controls, level design, and fun gameplay mechanics.
  Keywords: 2D Platformer, Unity, C, Level Design, Game Mechanics, Player Controls, Power-ups, Collision Detection, Animation, Parallax Scrolling.

Flappy Bird-like Game ⎘ | Arcade Game with Tap Mechanics

- Created a Flappy Bird-style arcade game where players control a bird navigating through pipes with tap-to-fly mechanics. Designed for mobile devices, the game includes procedural generation and a high score system.
  Keywords: Mobile Game Development, Unity, C, Arcade Game, Procedural Generation, Tap Mechanics, Obstacle Avoidance, High Score System, UI/UX, Game Physics.

Galaga-like Space Shooter ⎘ | Arcade Space Shooter with Pixel Art

- Built a Galaga-style arcade shooter featuring pixel art enemies, power-ups, and dynamic enemy AI. The game includes a projectile system, level progression, and a score system for competitive gameplay.
  Keywords: Arcade Game Development, Unity, C, Space Shooter, Enemy AI, Power-ups, Game Physics, Pixel Art, Projectile System, Level Progression, Score System.

Machine Learning

Visualizing The Movements ⎘ | Facial and Body Gestures Recognition using MediaPipe

- Developed an AI-based gesture recognition system using CNNs, RNNs, and MediaPipe for real-time body and facial motion tracking. This system enhances human-computer interaction for applications like sign language interpretation, assistive technology, and gaming.
  Keywords: Gesture Recognition, Computer Vision, CNN, RNN, MediaPipe, Pose Estimation, Human-Computer Interaction, Assistive Tech, VR, TensorFlow, PyTorch, AI for Accessibility.

Web Development

Event Stream [↗] | Real-Time Web-Based Event Management

- Built a college event management system that automates scheduling, user management, payments, and feedback collection. Designed using HTML, CSS, JavaScript, PHP, and MySQL, ensuring seamless event planning for academic institutions.
  Keywords: Event Management, Web Development, Scheduling, User Management, Payments, Automation, PHP, MySQL, JavaScript, HTML, CSS.

AI-PTIS-2024 [↗] | Website Development

- Developed and deployed the official website for the International Conference on AI-Powered Technology Integration for Sustainability (AI-PTIS-2024). Integrated event details, schedules, and registration features using HTML, CSS, JavaScript, PHP, and MySQL to enhance accessibility and engagement.
  Technologies Used: Conference Website, Web Development, Event Registration, Responsive UI, HTML, CSS, JavaScript, PHP, MySQL.

Robotics

Arduino-Based Robotics Projects

- Developed a range of robots using Arduino Uno, demonstrating skills in robotics, sensor integration, and motor control, including:
  - Line-following robot for autonomous navigation
  - RC car for remote control operations
  - War robot for competitive robotics challenges
  - Gesture-controlled robot utilizing sensor-based motion detection

INTERNSHIP

Centre of Excellence in Maritime and Shipbuilding [↗]   **2023**
Ar/Vr Designer   *Visakhapatnam, Andhra Pradesh*

- Programming Languages: Learn languages like C and C++ for Vr development (Unity and Unreal Engine). Familiarize yourself with languages like Java and Kotlin for AR development (Android).
  Game Engines: Master Unity and Unreal Engine for creating immersive experiences in both Ar and Vr.

Go Live [↗]   **6-2024 - 7-2024**
Game Developer   *Remote Game Developer, Hyderabad.*

- ∗ A developer role in the company is available as a stipend-based internship, which can be done remotely. Galaga game, Mario game, Flappy bird, UX Designs.

TECHNICAL SKILLS

Languages: Python, Java, C, C++, .NET, JavaScript, SQL , HTML , CSS,
Developer Tools: VS Code, Unity, Blender, Arduino uno, Canva, Adobe Photoshop
Technologies/Frameworks: GitHub, C, Arduino Coding ,VR Development, Git

EXTRACURRICULAR

Robotics Club [↗]   **06- 2022 – 06-2025**
Lead   *GMR IT*

- · As a Robotics Coordinator at GMR IT's Robotic Club, I blend technology and creativity to code robotic systems for diverse tasks.

CERTIFICATIONS

- 1st Place, Shore 24 Event, GITAM College
- 2st Place, Hackathon, Vignan's Institute of Information Technology
- 2st Place, Aviska Event, Raghu College
- 1st Place, Best Design in Race/War Robots at GMR Innovex, The Innovation Vertical of GMR Group