

ANURAG PADHIYAR

LinkedIn: www.linkedin.com/in/anurag-padhiyar-149210257

(+91) 8733876492 ✦ padhiyaranurag123456@gmail.com

EDUCATION

Parul Institute Of Technology, Vadodara

Computer Science And Engineering

2021 - Present

CGPA: 8.23

Uma Vidhyalaya, Vadodara

XII Gujarat Secondary and Higher Secondary Education Board

May 2021

Overall Percentage: 75

Uma Vidhyalaya, Vadodara

X Gujarat Secondary and Higher Secondary Education Board

March 2019

Overall Percentage: 80.66

CARRIER OBJECTIVE

I am a Motivated Computer Science and Engineering student with good foundation in Python Programming , Web Development and Game Development using Pygame. Currently , I am expanding and exploring my skills by learning JavaScript and React to enhanced my front - end Web Capabilities.

My career goal is to leverage my technical abilities and passion for technology to contribute effectively to a dynamic team. I am excited about applying my knowledge to real-world projects and solving challenging problems in field of software development

PROJECTS

FPS-Video-Game: [<https://github.com/HotShot003/FPS-Video-Game>]

A First-Person-Shooter (FPS) game built using Python and Pygame. Inspired by classic games like Wolfenstein 3D and Doom , the game features raycasting rendering to create a 3D-like enviroment and smart enemy AI. Players can navigate , battle enemies , and face challenges similar to retro-style FPS games.

Features:

- Classic FPS Gameplay : Move , Shoot and interect in a nostalgic FPS format.
- Smart Enemy : Enemies Utilize pathfinding algorithms for strategic behavior.
- Raycasting Graphics : Experience a pseudo-3D enviroment with raycasting rendering.

Vanilla JS Projects: [<https://github.com/HotShot003/Vanilla-JavaScript-Projects>]

This repository showcases my work using pure JavaScript (often referred to as "Vanilla JavaScript").

Features:

- Pure JavaScript Implementation : Develop Projects Using only Core JavaScript
- Educational Resources : Serves as a learning tool for understanding the capabilities of Vanilla JS.

React Restaurant Website (In Progress): [<https://github.com/HotShot003/react-restaurent-website>]

A UI clone of a Figma Design for restaurent website , developed using ReactJS and Bulma CSS framework

Features:

- Responsive Design : Implements a responsive mordern user interface.
- React and Bulma : Utilizes ReactJS for dynamic components and Bulma for styling

PUBLICATION / RESEARCH / WHITE PAPER

This White Paper Leverages experties in Cryptocurrency Technology , Software Development and Payment Systems to propose a solution for designing a secure and scalable Cryptocurrency Payment Gateway .

It provides a comprehensive approach , including architecture diagrams , requirements and capacity estimations to guide the design process .

Key Skills:

- Cryptocurrency Software Development
- Sytem Design
- Payment System
- Communication and Collaboration
- Team Leadership

BloogersPost Link : <https://cryptopaysystemdesignblog.blogspot.com/2024/05/cryptopay-blog.html>

LinkedIn Post Link : CryptoPay Link

TECHNICAL STRENGTHS

- Python
- Game Development (Using Pygame)
- JavaScript
- MySQL
- Front-End Web Development (ReactJS, Bulma CSS)

VALUES

- Passion for Technology
- Adaptability and Open-Mindedness
- Supportive and Empathy
- Commitment to Continuous Learning

WEB-LINKS

GitHub: <https://github.com/HotShot003>

Twitter: <https://twitter.com/anuragpad6>

LeetCode: <https://leetcode.com/u/HotShotx003/>