

LYDELL SHAYNE CRASTO

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CAREER OBJECTIVE

Enthusiastic and motivated MCA student with a strong foundation in computer applications, programming, and networking. Eager to apply academic knowledge and hands-on internship experience in a professional environment. Skilled in problem-solving, teamwork, and adaptability, with a passion for continuous learning and growth. Looking forward to contributing effectively to organizational goals while developing practical industry experience.

EDUCATION

St. Aloysius (Deemed to be University) Master of Computer Applications (MCA), IT (2024 - 2026)

Rosary College of Commerce and Arts Bachelor of Computer Applications (BCA) (2021 - 2024)

Rosary Higher Secondary School Computer Science Stream (2019 - 2021)

TECHNICAL SKILLS

Programming Languages: C, C++, Python, Java, C#

Web Technologies: HTML, CSS, JavaScript, .NET, Laravel, Bootstrap

Databases: SQL, MongoDB, Firebase

Networking: Hardware support, network cable crimping, troubleshooting

Development Tools: GitHub, Adobe XD, Figma, Unreal Engine, Unity

Testing: Unit Testing, Integration Testing, Selenium

Methodologies: Agile, Scrum

SOFT SKILLS

Effective Communication & Team Collaboration

Analytical & Critical Thinking

Leadership & Project Management

Adaptability & Continuous Learning

Time Management & Attention to Detail

PROFESSIONAL EXPERIENCE

Networking Intern RITSNET, Margao, Goa (Dec 2022 Jan 2023)

- Assisted in the installation and configuration of Local Area Networks (LANs).
- Performed network cable crimping, connectivity testing, and desktop hardware troubleshooting.
- Supported field technicians in resolving real-time technical issues and maintaining system uptime.

Assistant Trainer (Technical) DigiCom, Margao, Goa (May 2022 June 2023)

- Trained students in software tools such as MS Excel, Word and Powerpoint and languages such as C, C++.
- Assisted in designing course materials and resolving student queries during practical sessions.
- Contributed to improving students technical proficiency through one-on-one mentorship.

ACADEMIC PROJECTS

Survival Game using Unreal Engine 5

- Designed and developed a level-based survival game with enemy AI and zombie environments.
- Utilized Unreal Engines Blueprint system for gameplay logic and player interactions.

Web-Based Quiz Application

- Created a responsive quiz interface using HTML, CSS, and JavaScript.
- Integrated timer functionality and scoring logic to enhance user experience.

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

Event Head Noesis, National-Level Technical Fest, Rosary College

Coordinated and led the organization of multiple competitive technical events.

College Representative E-sports Tournaments (FIFA, Valorant, CS:GO)

Football Player Represented district and college in official tournaments.

Coding Event Participant Regular participant in inter-college coding competitions.

INTERESTS

Technology, Football, Gaming, UI/UX Design, Painting, Competitive Programming

DECLARATION

I hereby declare that the information provided above is accurate and true to the best of my knowledge.

Date: 11-09-2025