

Manish Aravindh

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Skills and familiar technologies

- Languages: Python, JavaScript, C++, Java.
- Dev Tools: GitHub, VS Code, Anaconda, Jupyter Notebook, pip, npm.
- Frameworks: React.js, Bootstrap, Tailwind CSS.
- DBMS: MySQL

Education

B.Tech Artificial Intelligence and Data Science

From 2025

KPR Institute of Engineering and Technology

- Freshman

Projects

BitMapper2D

April 2025

Python

- Developed a 2D tile-based map editor in Python with features like tile selection, drawing, undo/redo, and map export.
- Enabled developers to design custom game levels and save them in a format ready for integration with game engines.
- Focused on creating a clean, intuitive UI to support rapid prototyping and learning for beginner game devs.

RPGForge

April 2025

Python, pygame

- Built a modular 2D RPG game template using Python and Pygame, supporting tile-based maps, entities, and basic combat logic.
- Implemented reusable systems for map rendering, player controls, and asset management to simplify game creation.
- Designed the project as a beginner-friendly framework to help new developers build and customize their own RPGs.

Friday

August 2023

Python

- Developed a Python-Based Voice Assistant Utilizing Speech Recognition and External APIs.
- Integrated Voice Control for Natural User Interaction.
- Automated Routine Tasks to Demonstrate Practical Applications of AI.