AMAN GUPTA

CSE @MDU 2025 | Open Source & DevOps + Cloud

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Experience

GirlScript Summer of Code
New Delhi, Delhi, India · Remote
Open-source Contributor
05/2024 - Present

open-source foundation

- Contributed to open-source software projects utilizing Git VCS, enhancing skills in Open Source Platforms, Communication, Community Engagement, Teamwork, Web Services, Android Development, Android Testing, Python Programming, and Documentation.
- Efficiently collaborated on various projects to achieve shared goals while honoring individual responsibilities.
- Regularly assessed progress and provided feedback to support continuous improvement.
- Demonstrated adept problem-solving abilities by addressing software code issues and bugs.
- Incorporated feedback from colleagues and mentors to refine skills and strategies for future coding projects.
- Actively engaged in code reviews and discussions to maintain software quality and dependability.

Oasis Infobyte
New Delhi, Delhi, India · Remote
Web Development and Designing
05/2024 - 06/2024

During my internship at Oasis Infobyte, I had the privilege of diving into the dynamic world of web development and design. This hands-on experience provided me with practical insights and real-world challenges. Here are some highlights:

- Technical Skills Acquired: I honened my skills in web development, mastering languages like HTML, CSS, and JavaScript. I gained proficiency in creating and improving web-based systems, which included both front-end and back-end development. Additionally, I gained practical knowledge of version control systems (such as Git) and project management tools.
- Real-World Projects: I worked on challenging projects that simulated real-world scenarios. From designing responsive web interfaces to implementing interactive features, I applied my knowledge to create functional and user-friendly websites.
- Professionalism and Adaptability: I learned to meet deadlines, collaborate effectively, and adapt to requirements. My internship experience reinforced the importance of attention to detail, professionalism, and continuous learning.

CodSoft
New Delhi, Delhi, India
Data Science Intern
04/2024 - 05/2024

Key highlights:

- Participated in numerous significant projects within the data science field, honing skills in analysis and Python.
- Explored data mining architectures and models to uncover patterns in extensive data sets.
- Organized, refined, and managed data for effective processing.
- Conducted advanced data extraction and manipulation processes.
- Crafted data visualization graphics to present intricate data sets in clear visual formats.
- Identified, examined, and interpreted patterns in complex data sets through supervised and unsupervised learning methods.

GitHub
New Delhi, Delhi, India · Remote
Github Education Program | Student
12/2021 - 12/2023

As a proud member of the GitHub Education program, I actively acquired practical expertise in Git, GitHub, and Open Source development.

- Utilized the program's Student Developer Pack, granting access to industry-standard developer tools like GitHub Copilot, Codespaces, IDEs, a free domain names, and a GitHub Pro account.
- This comprehensive suite empowered me to contribute to real-world projects and build a strong developer network.

Freelance (Self employed)
New Delhi, Delhi, India · Remote
Freelance Video Editor | Game Modder - Self
09/2019 - 11/2022

Over three years, I have extensively engaged in game modding, honed programming/design skills, and freelanced in video editing. I've deeply explored C++, Java, and various software like Blender, Adobe Photoshop, After Effects, and Davinci Resolve to create custom game content and videos, gaining a solid foundation in game development concepts and video production techniques.

- Developed proficiency in C++, Java, and Valve Software's ".res" for modding in Team Fortress 2, GTA V, and Minecraft.
- Leveraged Adobe Suite, Blender, and Davinci Resolve for freelance video editing projects, emphasizing poster creation, 3D modeling, and color grading.
- Mastered game development concepts such as alpha channels, dynamic HUD updates, and shader creation using OpenGL.
- Acquired advanced skills in networking, mathematics, and 3D rendering, enhancing game mod functionality.
- Achieved strong proficiency in video editing and game modding, fueling creativity and problem-solving in software development.

Education

Management Education Research Institute (MERI), New Delhi
Bachelor of Technology - BTech, Computer Science   10/2021 - 05/2025

Maharshi Dayanand University
Bachelor of Technology - BTech, Computer Science   01/2021 - 12/2025

Harcourt Butler Senior Secondary School Mandir Marg New Delhi
PCMCS, Physics and Chemistry with Mathematics   05/2018 - 07/2020

Summary

Hello! I'm a passionate software developer with a fresh perspective and keen eye for detail in software development, web engineering, and open-source development. I'm skilled in the MERN stack (MongoDB, Express.js, React, Node.js) and application frameworks like Flutter and Next.js. Through internships and projects, I've gained hands-on experience tackling real-world challenges and delivering efficient solutions.I've worked on projects ranging from user-friendly interfaces to complex backend functionalities with MongoDB, SQL, Node.js, Firebase, Supabase, Django, and APIs. A notable achievement was leading development of a 2D game in GODOT Engine with infinite procedural map generation, which honed my technical, problem-solving, communication, and collaboration skills.Currently, I'm working on "Search-assistant-pro" a web app to aggregate results from various free & open-source LLMs, allowing me to explore new technologies and stay current with LLMs and web frameworks.Beyond technical skills, I value clear communication and creative collaboration. As a curious learner with a practical, tech-geeky personality, I thrive on new challenges in software development. I'm passionate about open-source, play chess, and am deeply committed to continuous learning and problem-solving. My favorite sub-field is CI/CD with cloud and DevOps.

Projects

Mountain-bike-HD   Location
                                        03/2024 - Present

2D Godot Engine 4 Infinite Runner game like Hill climb racing with custom code for Implementing procedural generated map. Available at "https://github.com/Programer3/Mountain_bike_HD" | Under Development
- What was a successful outcome of your work? (e.g. Raised $3,000 for the charity)

Simple Piano   Location
                                    07/2021 - 08/2021

Simple Piano application made in dart programming language using Flutter framework with multi device native support. It uses local audio files to play sound and uses flutter audioplayers package to ease the functionality. Project at "https://github.com/Programer3/audio_piano". | Completed
- What was a successful outcome of your work? (e.g. Raised $3,000 for the charity)