

Ronel Abraham Mathew

First-Year B.Tech CSE Student | Software Development & AI Enthusiast

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Education

Bachelor of Technology - Computer Science and Engineering

Karunya Institute of Technology and Sciences | Jul 2025 - 2029

Higher Secondary (11th & 12th)

MGM Residential Public School Kottarakara | 2023 - 2025

Experience

Technical Trainee — GDG On Campus Karunya

Oct 2025 - Present | Coimbatore, Tamil Nadu

- Engaged in web development training with React.js and modern frameworks
- Collaborated on technical projects and participated in workshops on software engineering best practices

Projects

Flappy Bird Game Clone

Nov 2025 | Solo Project

github.com/RM1338/FlappyBird

- Built complete game in C with Raylib featuring physics engine, collision detection, and procedural generation
- Implemented 3-life system with respawn countdown and persistent high score tracking across sessions
- Integrated audio system with 3 sound effects and settings menu with adjustable volume controls

PassGaurd - Password Manager

Nov 2025 | Team Project

github.com/RM1338/PassGuard

- Built local password manager in C with Raylib supporting 100+ user accounts with Caesar cipher encryption
- Implemented secure authentication system with persistent file storage and real-time input validation
- Designed GUI with search, sort, and CRUD operations reducing user lookup time by 70%

Gamified Nutrition Learning Platform

Oct 2025 | Team Project (Digital Campus 2.0 Hack Sprint)

github.com/RM1338/diet-dash

- Developed interactive platform for Google Cloud x GeeksforGeeks hackathon, qualified for Round 2
- Built gamification system with quizzes, leaderboards, and progress tracking promoting healthy eating habits
- Implemented personalized achievement system with points, badges, and competitive features

To-do Master

Oct 2025 | Solo Project

github.com/RM1338/todo-app

- Built task management app with React Context API featuring priority levels and category filtering
- Implemented productivity dashboard with completion metrics and statistics tracking
- Designed responsive glassmorphic UI with dark/light theme using Tailwind CSS and Framer Motion

Skills

Languages

C

JavaScript

Python

Web Development

React.js

Node.js

Express.js

Tailwind CSS

Databases & Tools

MongoDB

MySQL

Git

Raylib

Certifications

Oracle Cloud Infrastructure 2025 AI Foundations Associate

Oracle — August 2025

OpenCV Bootcamp

OpenCV — August 2025

Awards & Recognition

Digital Campus 2.0 Hack Sprint - Round 2 Qualifier

Google Cloud & GeeksforGeeks — Oct 2025

Smart India Hackathon 2025 - University Shortlist

Government of India — Sep 2025

Technical Competencies

- Game Development:** Physics engines, collision detection, procedural generation
- Full-Stack:** MERN stack, RESTful APIs, JWT authentication
- Systems Programming:** File I/O, encryption, memory management
- UI/UX:** Responsive design, animations, accessibility

Languages

- English (Full Professional Proficiency)
- Hindi (Professional Working Proficiency)

About

Passionate first-year B.Tech CSE student at Karunya Institute with strong interest in software development, game development, and artificial intelligence. Experienced in building full-stack web applications using the MERN stack and system-level programs in C. Demonstrated ability to create user-friendly applications with focus on security and performance optimization. Active hackathon participant with proven track record of qualifying for national-level competitions. Continuously expanding technical skills through hands-on projects and open-source contributions, while maintaining strong problem-solving abilities and collaborative mindset.