

RAJ PATEL

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LinkedIn

GitHub

Education

Dhirubhai Ambani University <i>B.Tech in Information & Communication Technology – CGPA: 8.2/10</i>	2024 – 2028 <i>Gandhinagar, Gujarat</i>
Pioneer School of Science <i>Class 12th (GHSEB) – Percentage: 92.92%</i>	2023 – 2024 <i>Patan, Gujarat</i>
Pioneer Secondary School <i>Class 10th (GSEB) – Percentage: 94.33%</i>	2021 – 2022 <i>Patan, Gujarat</i>

Projects

Snake++ – Terminal Based Snake Game — <i>C++, STL, OOPs, Linux</i>	Mar 2025 – Apr 2025
<ul style="list-style-type: none">Build a terminal-based real time Snake Game in C++ using Object-Oriented Programming concepts.Implemented keyboard input, game loop, score system, and difficulty levels, And Handled wall and self-collision logic.Added features like obstacles, special fruits, pause/resume, and high-score tracking, and Made User friendly UI.Made the game cross-platform (Windows & Linux) using system-specific input handling.	
Education Portal – Web-Based Learning Platform — <i>HTML, CSS, JavaScript</i>	Dec 2024 – Feb 2025
<ul style="list-style-type: none">Developed a multi-page education portal using HTML, CSS, and JavaScript with interactive UI elements and animations.Implemented user login and session handling using browser LocalStorage for basic authentication flow.Built a course listing system with course details, user reviews, and client-side interaction logic.Added JavaScript-based features such as predefined chatbot responses and dynamic content updates to improve user engagement.	
BlockFall++ – Terminal Based Tetris Game — <i>C++, STL, OOPs, Linux</i>	Mar 2025 – Apr 2025
<ul style="list-style-type: none">Developed a console-based Tetris game in C++ implementing all seven standard tetrominoes with rotation, gravity, and collision detection.Designed a 10×20 game grid using STL vectors, including efficient line-clearing logic with animated row removal.Implemented real-time, non-blocking keyboard input with pause/resume, hard drop, and smooth piece movement using OS-specific handling.Added a scoring system with dynamic speed control, difficulty levels, game-over animation, and high-score tracking during gameplay.	

Technical Skills

Languages: C, C++

Developer Tools: Ubuntu, VS Code, GitHub

Areas of Interest: Data Structures and Algorithms, Competitive Programming, Problem Setting and Solving

Technical Electives: Data Structure, Design and Analysis of Algorithms, Object-Oriented Programming

Position of Responsibility

Batch Representative - Programming Club, DA-IICT	Aug 2025 – Present
<ul style="list-style-type: none">Conducted sessions, Problem Setting, Solving and Testing, Mentored Juniors.	

Organizer - BlindCode, i.Fest'25

Nov 2025

- Organized a blind coding contest, managed contest, problem flow and leaderboard evaluation during the event.

Achievements

- **Codeforces:** Expert (Max 1618) [Raj_Patel_7807]
- **CodeChef:** 3-Star (Max 1721) [raj_patel_7807]
- **LeetCode:** (Max 1675) [Raj_Patel_7807]
- Solved **2200+** coding problems [Profile]
- **Winner, Winter of Code 7.0** – Built an **Education Portal** as part of a development event by Microsoft Student Tech. Club, DA-IICT.
- **JEE (Main) 2024:** 98.77 Percentile [in Top 1.23% among 1.5 millions students]
- Secured All Gujarat Rank **65** in 12th Science