R a j   P a t e l

📞 +91 9426625583   ✉ rajpatel7807@gmail.com   in LinkedIn   ⭘ GitHub   🌐 Portfolio

Education

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

Projects

Snake++ – Terminal Based Snake Game — *C++, STL, OOPs, Linux*   **[GitHub]**
- 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 Larning Platform — *HTML, CSS, JavaScript*   **[GitHub]**
- 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 — *C++, STL, OOPs, Linux*   **[GitHub]**
- 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 Reprensatative - Programming Club, DA-IICT   Aug 2025 – Present
- 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 eveluation during the event.

Achievements

- **Codeforces:** Expert (Max 1618) [Raj_Patel_7807]
- **CodeChef:** 3-Star (Max 1721) [raj_patel_7807]
- **LeetCode:** (Max 1838) [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