

RAJAS SAMARTH

Software Engineer | Full-Stack Developer | Game Development

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Summary

I am a passionate software engineer with experience in full-stack development, specializing in Java, C#, and various web technologies. My educational background in Computer Science has equipped me with strong programming skills and the ability to build dynamic applications. I have a keen interest in Backend development and enjoying designing robust server-side logic, integrating databases, and optimizing system performance to deliver seamless user experiences.

Skills

Blockchain | C/C++ | C# | HTML | CSS | Java | JavaScript | Spring | SpringBoot | Spring MVC | Spring JPA | Spring Security | REST APIs | Servlets | Unity Engine | Virtual Reality | GitHub

Projects

Quizzly

Dynamic quiz web application - *Java / Spring Boot / REST API / MySQL*

- Developed a dynamic quiz web application using Java Spring Boot for backend and MySQL for data storage
- Designed and implemented RESTful APIs to load quiz questions dynamically from the database
- Built the frontend using HTML, CSS, and JavaScript, enabling users to take quizzes with real-time score tracking
- Gained hands-on experience in full-stack development, REST API integration, and database connectivity

[Project Link](#)

Ball Dash

3D platformer game - *C# / Unity Engine*

- Developed 'Ball Dash', a 3D platformer game using C# and Unity
- Implemented core game mechanics, physics, and level interactions, focusing on optimizing performance and enhancing player experience

[Project Link](#)

Education

VIT Bhopal University - B.Tech Computer Science

currently pursuing / 2026

The Swaminarayan School - X (CBSE)

July / 2020

Nirala Vidhyalaya College - XII (State Board)

July / 2022

Achievements

- LeetCode: Earned 100 Days, 50 Days, and Feb Challenge badges for solving algorithmic problems regularly.
- Solved 100+ coding problems on LeetCode.

Certificates

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|--|---|--|
| ❖ Oracle Java Foundation Associate | ❖ IBM Blockchain Developer | ❖ IBM Blockchain Fundamentals |
| ❖ Java Full Stack Developer | ❖ NPTEL Foundation of Cyber Physical System | ❖ Making Your First Virtual Reality Game |