Raman Soni

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About Me

I'm a curious and motivated Computer Science student who enjoys solving complex problems. My interests include game development, machine learning, and core CS subjects like DSA and OS. I'm always eager to learn and build innovative solutions.

Education

Jaypee University of Engineering and Technology, Guna   *2022 - 2026*
B.Tech in Computer Science   CGPA: 7.9

Delhi Public School, Vijaipur   *2022*
Class XII, CBSE   Percentage: 79.4

Skills

Languages/Tools: C++, Python, C, C-sharp, Git/GitHub, Unity, Bash, Blender
Technologies/Frameworks: Unity 3D, TensorFlow, NumPy, Matplotlib, Pandas, Tkinter
Areas of Interest: Game Development, Machine Learning, Data Structures and Algorithms
Computer Science Fundamentals: DSA, OOPS, OS, DBMS, Computer Networks
Soft Skills: Problem Solving, Team Collaboration, Critical Thinking

Personal Projects

Ninja Square – 2D Platformer Game (Unity)

- Developed a fast-paced 2D platformer featuring a ninja character with smooth controls and responsive gameplay.
- Designed engaging levels with obstacles, power-ups, and a scoring system to increase replay value.
- Implemented background music, UI animations, and a dynamic level generator system to enhance user experience.

Maze Runner – 3D Action Game (Unity)

- Built a 3D maze exploration game where players navigate complex paths while avoiding enemy damage.
- Integrated features like Cinemachine camera, color-gradient health bars, and animated scene transitions.
- Used character controller for movement and implemented a damage system with visual feedback.

Raman Travels – Tour Booking App (Tkinter)

- Developed a desktop-based tour booking application using Python's Tkinter library.
- Users can select source and destination cities for booking their trip.
- Included input validation and automated ticket generation for better user experience.

Achievements

- Interned at **Good Game Theory**, contributing to game development projects.
- Participated in **WTF x IGDC Game Jam 2024** for rapid game prototyping.
- Completed a **Udemy** Game Development course and received certification.
- Earned a certificate in **CCNA (Cisco Certified Network Associate)**.