

Raman Soni

in [LinkedIn](#) [Github](#) [LC LeetCode](#) [CF CodeForces](#)

✉ soniraman2003@gmail.com

☎ (+91) 7024340914

About Me

I'm a Computer Science student passionate about designing, coding, and delivering high-quality software products. With a strong foundation in both backend and frontend development, I focus on building scalable, user-centric applications. My interests span game development, product lifecycle understanding, and modern software practices.

Education

Jaypee University of Engineering and Technology, Guna

B.Tech in Computer Science

2022 - 2026

CGPA: 7.9

Delhi Public School, Vijaipur

Class XII, CBSE

2022

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

Product Development: Feature planning, User experience improvement, MVP building, Feedback iteration

Web/App Development: Frontend UI design, Backend logic, State management, UI/UX principles

CS Fundamentals: DSA, OOPS, OS, DBMS, Computer Networks

Soft Skills: Problem Solving, Team Collaboration, Critical Thinking

Personal Projects

Ninja Cat – 2D Platformer Game (Unity)

[Download](#)

- Designed and developed a polished 2D game with endless procedural level generation and power-up mechanics.
- Implemented responsive tap-based box spawning, parallax backgrounds, and bullet shooting bonus after perfect landings.
- Integrated skin customization, DoTween transitions, and AdMob ads for monetization and engagement.

Zombie Crasher – 3D Survival Game (Unity)

- Developed a 3D zombie survival game featuring wave-based enemy spawning, shooting, and health systems.
- Designed enemy AI, player attack logic, and progressive difficulty using Unity's physics and animation tools.
- Built responsive UI, health bars, and immersive sound feedback to enhance game feel and player experience.

Raman Travels – Tour Booking App (Tkinter)

- Developed a GUI-based travel booking product showcasing backend logic and user interface handling.
- Focused on product features like input validation, ticket generation, and ease of use.
- Demonstrated end-to-end development, from data handling to visual design.

Achievements

- Interned at **Good Game Theory**, contributing to full-cycle game product development.
- Participated in **WTF x IGDC Game Jam 2024**, building game prototypes under strict deadlines.
- Completed **Udemy Game Development** course, gaining insights into scalable Unity products.
- Earned certification in **CCNA (Cisco Certified Network Associate)**, understanding network infrastructure for backend development.