

# Raman Soni

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## About Me

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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

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**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

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**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

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### 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**
- Used **Google AdMob** to integrate in-game ads and enable monetization.
- 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

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- 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)**.