Raunak Thanawala

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EDUCATION

VJTI   Mumbai, Maharashtra

Bachelor of Technology in Computer Science, CGPA: 8.92   *Sep. 2023 – May 2027*

RELEVANT COURSEWORK

- Data Structures
- Algorithm Analysis
- Game Development in Godot
- Image Processing

PROJECTS

RecipAura | *Flutter, Dart*   October 2024 – January 2025
- Developed the frontend for a recipe app using Flutter.
- Designed UI for finding recipes and getting the ingredients needed.
- Collaborated with backend developers for seamless integration.
- Presented the project on a livestream to 20+ Seniors.

Looping Game | *Godot, Aseprite*   Ongoing
- New Game taking inspiration from Balatro being related to code.
- Created Mini Compiler which takes in a basic code language as input and gives correct output.
- Made a new font using Aseprite.
- Collaborating with another dev to make a smarter and faster game.

Flappy Bird Clone | *Godot, Aseprite*   May 2025
- Remade Flappy Bird in Godot.
- Pixel Art was done using Aseprite.
- Uploaded the game to itch.io
- Itch.io Page

TECHNICAL SKILLS

Languages: GDScript, Python, C++, HTML/CSS (Basic).
Developer Tools: VS Code, Android Studio, Godot Engine.
Technologies/Frameworks: Flutter, Dart, Godot

EXTRACURRICULAR

DLA VJTI   Mumbai, Maharashtra

Design Sector Head   *July 2024 – May 2025*
- Made Designs for DLA's Events and Social Media Sites.
- Participated in DLA Litfest as a Helper to Organise Events.

HOBBIES AND ACHIEVEMENTS

- **Art**: Achieved A grade in Elementary and B in Intermediate drawing exams.
- **Academics**: Received 99.3% in JEE Mains Exam and Received 100 in 12th HSC Math.
- **Language**: Know Basics of Japanese Language and learning to give N4 Exam