Roshan Ranjeet Chaudhary

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Mumbai, Maharashtra, India

EDUCATION

Bachelor of Science in Computer Science   June 2023 – May 2026
Patkar Varde College, Mumbai University   *Mumbai, India*

- Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Game Development with Unity, Computer Graphics, Software Engineering

Higher Secondary Certificate (HSC)   July 2021 – April 2023
Viva College   *Mumbai, India*

TECHNICAL SKILLS

Programming Languages: Python, C#, C++, Java, C, JavaScript
Web Technologies: HTML, CSS, JavaScript, FastAPI
AI/ML Technologies: Gemini 2.5 Flash, LangGraph, AI Agent Orchestration
Game Development: Unity 3D, Game Mechanics Scripting, Player Movement, Collision Detection, Physics, Animation Control, UI Design
Databases: PostgreSQL, MySQL, MongoDB
Tools & Software: Git/GitHub, Visual Studio, Visual Studio Code, MySQL Workbench, Blender (basic), Photoshop (basic)
Concepts: Object-Oriented Programming, Data Structures & Algorithms, Multi-Agent Systems, REST APIs, Async Programming, 3D Environment Design

EXPERIENCE

Student Intern   September 2024 – October 2024
VaultofCodes   *Remote, India*

- Collaborating on software development projects focusing on full-stack web development and programming fundamentals
- Gaining hands-on experience in industry-standard development workflows and version control using Git
- Contributing to team projects while strengthening technical skills in JavaScript, HTML, CSS, and modern web development practices

PROJECTS

InterviewAce - AI Mock Interview Platform   Flutter, Dart, Firebase, Google Gemini 2.0, ElevenLabs
github.com/DextroByt/InterviewAce

- Developed mobile application providing realistic voice-based mock interviews powered by Google Gemini AI and ElevenLabs TTS
- Implemented real-time speech analysis with automated metrics: Words Per Minute, filler word detection, and clarity scoring
- Built emotion detection system analyzing sentiment and emotional tone of user responses for comprehensive feedback
- Integrated Firebase Authentication, Cloud Firestore, and Storage for user management and interview history tracking
- Designed glassmorphism UI with customizable interview setup (job role, difficulty level, question count) using Provider state management

Sentinel AI - Threat Intelligence Engine   Python, FastAPI, PostgreSQL, Gemini 2.5, LangGraph
github.com/DextroByt/Sentinel-AI

- Built autonomous real-time misinformation detection system using Gemini 2.5 agentic pipeline with LangGraph orchestration
- Implemented multi-agent architecture with Official Checker, Media Cross-Referencer, and Debunker agents for cross-verification

- Designed API-free signal intake engine ingesting government RSS feeds, social media, and fact-checker sources
- Created live War Room dashboard with narrative grouping, threat ranking, and confidence-scored verdicts using FastAPI backend

Mini 3D Adventure Game Unity 3D, C#

- Developed 3D exploration game featuring collectibles, player health system, and AI movement patterns
- Implemented player controls and object interactions using Unity's Input System and applied scene optimization techniques

Personal Portfolio Website HTML, CSS, JavaScript

- Built responsive portfolio website showcasing projects and technical skills with interactive UI elements and animations

Achievements & Activities

Game Jam 2025: Participated in college-level Game Jam, developed a 2D puzzle prototype within 48 hours demonstrating rapid prototyping skills

Professional Development: Completed online courses on Unity Essentials and C# for Game Development; earned JavaScript Programming certification

Open Source Contribution: Active contributor to small open-source Unity projects on GitHub, collaborating with developers worldwide