SATYAM SINGH

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EDUCATION

SECONDARY SCHOOL
Kachhwa Christian School
2019 - 2020

BACHELOR OF TECHNOLOGY in Computer Science & Engineering
Dr Shakuntala Misra National Rehabilitation University
2021 - 2025

SKILLS

- **Languages -** Java, C, Python, JavaScript
- **Technologies/Frameworks -** React.js, Bootstrap, Node.js, Express.js, PostgreSQL, MongoDB, MySQL, GitHub

P R O J E C T

Invoice generator, React + Vite, Firebase, Netlify, Chakra UI
- Built a full-stack Invoice Generator App using React, Firebase Auth, and Firestore with features like Google sign-in, email/password login, and password reset.
- Enabled PDF invoice downloads, live invoice previews, and web-based invoice sharing, improving user interaction and professional delivery.
- Integrated Netlify redirects and deployment optimizations for client-side routing support in production.
- Structured and stored user and invoice data efficiently using Firebase Firestore, enabling scalable data management and access.

Portfolio, React.js, Tailwind, Firebase
- Built an interactive portfolio using React, Firebase, GSAP, and EmailJS; featuring responsive design, smooth animations, and a functional contact form for seamless communication.
- Developed the Contact Form component using the EmailJS library.
- Achieved a page load time of under 2 seconds, enhancing user experience and reducing bounce rates.

Classic PacMan game, Java, JavaFX, OOP, Pathfinding, Game Loop, UI Design
- Developed a fully-functional Pac-Man clone using JavaFX, showcasing advanced object-oriented programming and GUI development.
- Added keyboard controls, dynamic screen resizing, and modular code structure following MVC-like separation
- Implemented smart ghost AI using Breadth-First Search (BFS) for shortest-path chasing logic.

Classic Snake game, Java, Swing GUI, OOP
- Built a 2D Snake game using Java and Swing, implementing game logic, GUI rendering, and responsive controls.
- Added two-player multiplayer functionality with independent controls and real-time collision detection.
- Implemented snake customization options using a UI color selection dialog for enhanced user experience.
- Integrated pause/resume functionality and dynamic score tracking for both players.

A C H I E V E M E N T

- I have participated in many hackathons and coding competitions, and I have always been the lead of the team.
- Worked to create awareness among people in different parts of Varanasi and Mirzapur about Child Sexual abuse and raise awareness about the POCSO Act.
- I am engaged in the Techtranzit Club, contributing to the organization of many fests and coding competitions.

L A N G U A G E

English, Hindi