

# ADITYA JAISWAL

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## OBJECTIVE

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Motivated and quick-learning Computer Engineering undergraduate seeking an internship as a Software Development or Full Stack Developer. Experienced in building web applications using the MERN stack and Java Spring Boot. Passionate about crafting scalable solutions and eager to contribute to real-world development challenges in a collaborative team environment.

## EDUCATION

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**Bachelor of Technology (B.Tech) in Information Technology**

Expected May 2027

Shri Ramdeobaba College of Engineering and Management, Nagpur

## SKILLS

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<b>Programming Language</b>	Java, C/C++, JavaScript, Python, Solidity
<b>Frameworks</b>	Node.js, Express.js, Spring Boot, Django, React.js, Next.js (MERN Stack)
<b>Database</b>	PostgreSQL, MongoDB, MySQL
<b>Other technologies</b>	Git/Github, Blockchain, Ethereum, Tiled
<b>Problem solving</b>	DSA, Competitive Programming

## PROJECTS

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**Docintel - AI Document Intelligence Platform.**

*Django REST, React, MySQL, FAISS, RAG*

*Developed an AI-powered document analysis platform enabling users to upload and interactively query PDF/DOCX files using Retrieval-Augmented Generation. Implemented vector embeddings with SentenceTransformers and local LLM integration via LM Studio for cost-free operation (View on GitHub)*

**Time Capsule using Blockchain.**

*Solidity, Ethereum, MERN Stack*

*Built a DApp to store time-locked messages on the Ethereum blockchain using smart contracts. Ensured secure, delayed access via timestamp-based retrieval logic (Try it here)*

**Infinity Quest – Retro Top-Down Game**

*HTML, CSS, JavaScript, Aseprite, Tiled*

Designed and developed a classic 8/16-bit style top-down adventure game inspired by Pokémon Red. Contributed to immersive map design using Aseprite and Tiled to enhance player experience and engagement. (View on GitHub)

## ACHIEVEMENTS

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**Scored 94.5 percentile** in Naukri Campus Young Turks

**National Semi-Finalists** in Tata Imagination Challenge 2024, organised by the Tata group

**Qualified Stage 1 of the AlgoUniversity Tech Fellowship (ATF) 2024**, standing out among 20,000+ applicants and earning a spot in the top 4,000

**6th Rank Holder in RUBIREX** – Rubix Cube Solving Competition in Aarohi Juniors, VNIT Nagpur.

Recorded Time: 30 Seconds

## LEADERSHIP AND VOLUNTEERING

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**Technical Co-head – Colosseum 2024 (Departmental Fest)**

Event Volunteering, Game Design Engagement Tools

Collaborated with the technical team to enhance event interactivity through a custom top-down retro game. Contributed to map design using Aseprite and Tiled, improving participant engagement and overall user experience.

## HOBBIES

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Speedcubing, Puzzle Solving, Chess, PC Gaming