

SIDDHARTH SINGH

Computer Science Engineering Student

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SUMMARY

Computer Science student with strong skills in programming, front-end development, and game development. Actively seeking opportunities to contribute and grow.

TECHNICAL SKILLS

Languages: Java, Javascript, HTML, CSS, C#, SQL

Frameworks & Tools: React, Unity, Phaser3, Git

EDUCATION

2022 - 2026	BTech Computer Science and Engineering with Specialization in Gaming Technology Vellore Institute of Technology	CGPA:8.47
2020 - 2021	ISC (Class XII) Saint John's Academy, Allahabad	96.5%
2018 - 2019	ICSE (Class X) Saint John's Academy, Allahabad	94.2%

PROJECTS

Fruit Ninja with hand gestures

- Developed a **motion-sensing system** for precise gesture recognition **using advanced algorithms such as Ellipse Detection, Gaussian Filtering**, etc.
- Optimized gameplay performance, achieving smooth 60 FPS and significantly reduced loading times.
- Designed and implemented the game's **front-end UI** handling **in-game menus, score display**, and **responsive feedback animations**.

Endless Runner in VR

- Developed a **VR game using C# and Unity Game Engine**, incorporating the XR Interaction Toolkit and XR Rig.
- Designed and created three immersive levels with interactive environments.
- Implemented **character movement mechanics, obstacle dynamics**, and various VR-specific features to enhance gameplay.

Yoga Pose Detection using ML Flask Web App

- Built a **real-time Yoga Pose Detection system** integrating **MediaPipe, OpenCV**, and an ensemble **ML model**.
- Designed and developed the web-based frontend UI using **HTML, CSS and Bootstrap** ensuring responsive layout, live webcam streaming, and real time pose feedback with confidence scores.
- Integrated the ML model with a **Flask backend**, handling **video frame processing, pose prediction and dynamic result rendering** on the web interface.

EXTRA-CURRICULAR & ACHIEVEMENTS

- Gold Medalist** - SOF International Olympiad of Mathematics (State Level)
- All India topper** - ISC computer science and mathematics
- Core Member** - IoT Club, Public Outreach Department, VIT
 - Selected from 100+ applicants
 - Organized multiple events, spearheaded guest outreach, and secured renowned speakers.
 - Hosted a flagship event on cutting-edge IoT technologies, engaging a diverse audience of students and industry experts.
- Active Contributor** - Coding Platforms such as LeetCode & CodeChef.
 - Successfully solved 100+ coding problems, enhancing problem-solving and algorithmic skills.
- Prefect** - Saint John's Academy, Allahabad (2019-2020)
 - Elected by teachers and students to lead a council of 20 members.
 - Coordinated major school events for grades 6-12, ensuring smooth execution and participation.

LANGUAGES

English - Native, **Hindi** - Native, **Japanese** - N5