

# Sushant Patil

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Ambitious developer with hands-on experience in game development, back-end web development, and cybersecurity. Created applications, including a 2D Brick Breaker game using OpenGL and GLSL and contributed to the development of a web-based network packet sniffer during an internship. Actively participated in Capture the Flag (CTF) challenges, learned skills like binary exploitation and reverse engineering. Eager to apply my self-taught programming expertise in an entry-level software development role.

## SKILLS

**GAME DEVELOPMENT** | C++ • C# • Unity • CMake • GLFW • OpenGL

**BACK END WEB DEVELOPMENT** | Python • Flask • MySQL

**CYBER SECURITY** | Binary Exploitation • Network Traffic Analysis

## PROJECTS

[Student Database Management System](#) | *Java, Spring Boot, MySQL*

Feb 2023 - May 2023

- Designed and developed a comprehensive system to manage college data and facilitate communication between students and staff.
- Key modules include dashboard, profiles, information search, departments, subjects, exams, fees, and attendance management.
- Collaborated in a 3-person team, with primary contributions in developing the exam and search functionalities.

[Brick Breaker Game](#) | *C++, OpenGL, GLFW*

Oct 2024 - Ongoing

- Classic Brick breaker game utilizing GLFW for window functionality and integrating OpenGL for enhanced graphical performance and visual effects.
- Responsible for implementing smooth animations, collision detection, game logic, and responsive user input handling.
- Exploring techniques to improve frame rate, memory usage, and overall game efficiency.

## EXPERIENCE

**EYESEC CYBER SECURITY SOLUTIONS PVT. LTD.**

Intern | Oct 2023, Belgaum, Karnataka

[Network Packet Analysis Tool](#) | *Python, TCP/IP, Flask*

- Developed a network packet sniffing and capturing tool to monitor and analyze real-time network traffic using the python scapy module.
- Ensuring accurate packet capture by applying filters for specific port and host and protocols such as TCP/UDP.

## EDUCATION

**MARATHA MANDAL**

**ENGINEERING COLLEGE**

*B.E., Electronics and Communication*

June 2024 | Belgaum, Karnataka

CGPA: 6.50 / 10

**RAJARSHI CHHATRAPATI**

**SHAHU COLLEGE**

*Science (PCM / Electronics)*

Mar 2020 | Kolhapur, Maharashtra

Percentage: 56.00%

**CHHATRAPATI SHAHU**

**VIDYALAYA**

April 2018 | Kolhapur, Maharashtra

Percentage: 79.80%

## COURSEWORK

Data Structures and Algorithms

Linear Algebra

Linux OS (Ubuntu, Kali)

OpenGL

## SOFT SKILLS

Team Player

Bias for action

Adaptability

## INTERESTS

Reading • Travelling • Soccer  
• Gaming