

Education

Dronacharya college of engineering Doing BTech

PERSONAL PROJECTS

UNITY GAMES

1. Unity Racing Game:

- Developed Unity racing game with dynamic tracks using specialized library.
- Integrated opponent AI for checkpoint navigation and car rotation

2. Puzzle Game:

- Designed and developed platform puzzle game with character jumping mechanics.
- Focused on intuitive controls and challenging level design

WEB DEVELOPMENT

1. Stone Paper Scissors Game:

- Developed a Stone Paper Scissors game using JavaScript.
- Implemented user input for hand selection and computer-generated random hands using the random function.
- Included a scoreboard to track the user's score.

2. World Clock:

- a world clock application using JavaScript.
- Created Utilized user's location to fetch the local time using an API.
- Displayed the local time of the user's location dynamically on the clock interface.

Hobbies/Interests

Exercise:

I am dedicated to maintaining a healthy lifestyle through regular workouts and exercise routines. By prioritizing physical fitness, I not only enhance my own well-being but also cultivate discipline, resilience, and determination, qualities that positively influence all aspects of my life."

Social Participation

1. Nasscom-DSCI Annual Information Security Summit 2023
2. The COSMOS RENASCENCE 2023 IOT workshop.

Skills

Scripting: Python, Django, Node.js, React.js, C , C++ ,Java ,JavaScript
,UX/UI (HTML & CSS)