

# DARSHAN GHOSH

Kalna, West Bengal

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## CAREER OBJECTIVE

Aspiring software engineer and passionate game developer with a strong foundation in computer science and a growing portfolio of personal and open-source projects. Currently pursuing a BTech in CSE, focused on building efficient software and immersive game experiences using modern tools and engines.

## EDUCATION

B.Tech in Computer Science & Engineering

Techno India University — Kolkata, West Bengal

2024 – 2028 (Pursuing)

Higher Secondary (Science)

Kalna Maharaja's High School — Kalna, West Bengal

Graduated: 2024

## PROJECTS

SynthiMyst — Python, HTML/CSS/JS

Experimental game with a companion web interface

- Built a game system in Python with integrated web frontend

- Focused on abstract design and multi-language support

GitHub: <https://github.com/XpolioN2005/SynthiMyst>

XPOFlow — Godot 4, JSONdb

Offline task manager with persistent local storage

- Developed a GUI-based project planner in Godot

- Used JSON for lightweight, dependency-free saving

GitHub: <https://github.com/XpolioN2005/XPOFlow>

Motion Detection Protocol — Python, OpenCV

Real-time motion detection CLI tool

- Frame-based detection for smart device integration

- Modular and embeddable in automation workflows

GitHub: <https://github.com/XpolioN2005/smachers>

## TECHNICAL SKILLS

Languages: Python, GDScript, Java, JavaScript, C/C++

Game Engines: Godot 4, Unity , Gdevelop

Tools: Git, GitHub, VS Code, JSONdb

Other: Minecraft Datapack Development, UI/UX Design, OpenCV, Web Tech (HTML/CSS)

## LANGUAGES & INTERESTS

Languages: English, Bengali, Hindi

Interests: Game design, AI systems, pixel art, building creative tools