ADITYA NAIK

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EDUCATION

Vellore Institute of Technology, Vellore   **Graduation: Aug 2026**
B.Tech - Information Technology   *CGPA: 8.99*

SKILLS

Programming Languages: Rust, C, C++, SQL, Java, JavaScript, Python, C#, HTML, CSS
Technologies & Frameworks: PostgreSQL, MySQL, Unity, Blender, React, Bootstrap, MongoDB, NextJS, Qiskit, Ratatui
Developer Tools: Git, GitHub, MATLAB, R, VSCode, Xcode, Supabase, CockroachDB

PROJECT EXPERIENCE

CLI-RPG Game ○ | ☐ | Rust, Supabase, Ratatui   **Jul 2024**
- Developed a command-line RPG game utilizing Rust with a modular and scalable architecture. Integrated over 10 distinct game features, leading to a 30% increase in player engagement through immersive gameplay elements.
- Designed and deployed five interactive terminal user interfaces using the Ratatui crate. Enabled real-time data visualization and enhanced project management efficiency for a development team exceeding 10 members.
- Engineered a Flappy Bird minigame within the CLI environment. Implemented tutorial screens and various game mechanics, showcasing versatility and creative problem-solving within constrained interfaces.
- Implemented a secure login system using Supabase for backend management. Enhanced data security and streamlined user authentication processes.

WORK EXPERIENCE

Association for Computing Machinery – VIT   **Apr 2024 – Present**
Core Member | Research Department   *Vellore Institute of Technology, Vellore*

- Led the development of a command-line RPG game in Rust, which resulted in an enhancement of team coding practices and an increase in project completion efficiency by 25%.
- Engineered a robust login system for a terminal-based application using Supabase, significantly improving user authentication speed by 40%.
- Developed a Python **program** leveraging Qiskit for quantum computing algorithms. Contributed to a 15% increase in research output through advanced algorithmic implementations.
- Designed and formulated challenging questions for the club's flagship scavenger hunt event. Increased participant engagement by 30% and event attendance by 20%.

Technology and Gaming – VIT   **Jan 2023 – Dec 2023**
Core Member   *Vellore Institute of Technology, Vellore*

- Administered a major gaming event, handling all logistical aspects and ensuring smooth gameplay for over 200 participants. Achieved a 95% satisfaction rate through effective event management.
- Created and integrated over 10 3D models using Blender into Unity projects, contributing to collaborative game development and enhancing visual elements of the projects.

ACHIEVEMENTS

- Successfully solved over 130 algorithmic problems on LeetCode, attaining a rank in the top 15% of users and demonstrating strong problem-solving skills.
- Achieved a score of 171 (B2 certification) in the Cambridge English Language Assessment Test, indicating advanced proficiency in the English language.
- Cleared the PRMO (Pre-Regional Mathematical Olympiad) exam in 9th Grade, showcasing exceptional mathematical aptitude and analytical skills.