

Aditya Apurba

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Github

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EDUCATION

- Indian Institute of Technology** Dhanbad, India
Integrated Master of Technology - Mathematics and Computing; CPI: 8.45 *Aug 2021 - Present*
Courses: Operating Systems, Data Structures And Algorithms, Object Oriented Programming, Graphical Processing Unit, Machine Learning, Computer Organization And Architecture

SKILLS SUMMARY

- Languages:** C, C++, Python, HTML, CSS, JavaScript, TypeScript, CUDA
- Frameworks:** ReactJS, NextJS, NodeJS, TailwindCSS, Express, JQuery
- Tools:** GIT, Linux, MongoDB, MySQL, Firebase, Prisma, Material-UI, Chakra-UI, Bootstrap, Numpy, Matplotlib

PROJECTS

- CasaByte - RealEstate App** <https://github.com/zorothreesword/CasaByte>
<https://casa-bytes.vercel.app/> *ReactJS, NodeJS, MongoDB, Firebase*
 - CasaByte is a fully functional real estate marketplace that provides a seamless experience for buying, selling, and renting properties.
 - The platform offers a range of features, including Map Integration, Like and Unlike features, connecting with property agents, and generating a user profile.
 - Designed and implemented a robust backend system using Express, Node.js, and JWT to handle user authentication, listing management, Password Reset, and other core functionalities.
 - Integrated image upload functionality using Firebase for property listings, allowing users to showcase their properties with high-quality visuals.
 - Implemented a powerful search and filter system, enabling users to find properties by title, address, and other criteria.
- SwiftTrack - Issue Manager** <https://github.com/zorothreesword/SwiftTrack>
NextJS, ReactJS, MySQL, Prisma
 - Developed a full-stack responsive app that helps keep track of project issues.
 - Implemented an intuitive and user-friendly interface for creating, assigning, and tracking issues, enhancing the user experience.
 - Integrated graphical representations to visually display statistics on the number of open, in progress, and closed issues.
- Pixel Pulse - Video game discovery platform** <https://github.com/zorothreesword/Pixel-Pulse>
<https://pixel-pulse-delta.vercel.app/> *ReactJS, Vite, Chakra UI*
 - Built an app that lets you discover all games in one place, along with their reviews, ratings, and other relevant details.
 - Implemented search and filter functionalities, enabling users to find games based on various criteria such as genre, platform, and release date.
 - Emphasized best coding practices, utilizing TypeScript for type safety, and ensured code consistency through linting and testing.
- AI PersonaPal - AI Companion** <https://github.com/zorothreesword/AI-PersonaPal>
NextJS, ReactJS, OpenAI API, Pinecone, MySQL, Prisma
 - Developed a full-stack app that lets you create AI companions with whom you can chat. It allows you to determine the personality and backstory of your companion.
 - Implemented Pinecone vector database to ensure long-term memory retention, supplemented by the fast caching abilities of the Upstash Redis database.
 - Companions and their chats are stored using MySQL and Prisma. The Front end is built in React with the help of Radix UI and TailwindCSS.

HONORS AND CERTIFICATIONS

- Attained rating of 1341 on Codeforces and 3* at CodeChef(1686)
- Solved over 250+ problems on platforms like Codeforces, Codechef, Leetcode, and more.
- Attained Rank of 360 in Starters 86 Division 3 and 458 in Starters 103 Division 2.
- Supervised Machine Learning: Regression and Classification By Andrew Ng- Certificate
- Advanced Learning Algorithms By Andrew Ng- Certificate
- Complete Web Development Bootcamp By Angela Yu- Certificate