Aditya Raj
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EDUCATION

- **National Institute Of Technology Patna** *2028*
  Integrated BTech-MTech CSE with specialization in Cyber security CGPA/Percentage: 8.95

- **Gyansthali High School** *2022*
  Central Board of Secondary Education, Bihar CGPA/Percentage: 91.6

- **ST. Anne's High School** *2020*
  Central Board of Secondary Education, Bihar CGPA/Percentage:91.4

PERSONAL PROJECTS

- **Alpha Game System | Link** *November 2024*
  Java Project
  ∘ Tools & technologies used: Java, Java Swing Framework , Java Sound API, Java 2D Graphics
  ∘ Game-system using Java consisting of multiple games with a user friendly menu and a retro 8-bit asthetic
  ∘ Contribution:
      ∗ **Developed and implemented the Snake game**, incorporating food logic, grid-based movement, and collision detection to ensure a smooth and engaging gameplay experience.
      ∗ **Designed and created core user interface** with sound effects, and developed reusable components for consistent user experience.
      ∗ **Managed version control** by updating repositories, merging pull requests, and optimizing the codebase by removing unused assets, resulting in improved game performance and efficiency by 2%.

- **Mess-Mate | Link** *April 2024*
  Hack-O-Fest'23
  ∘ Tools & technologies used: Html, Css, JavaScript, Firebase, Git
  ∘ Web application for managing mess records at NIT Patna. Built using JavaScript, leveraging Firebase for database management and Firestore APIs for backend services
  ∘ Contribution:
      ∗ **Implemented authentication** for user state management, ensuring secure and reliable access to the application.
      ∗ **Integrated Firebase database**, enabling seamless storage, retrieval, and management of mess records.
      ∗ **Led the team** by efficiently managing tasks, resolving pull request conflicts, and maintaining smooth collaboration using GitHub.

- **Robo-Soccer** *January 2024*
  Corona and Melange'24
  ∘ Tools & technologies used: Arduino, HC05 module, Arduino IDE
  ∘ Contribution:
      ∗ **Constructed the robot's body** and managed electronics, contributing to the successful hardware development and assembly.
      ∗ **Developed the instruction set and software** for the robot, ensuring efficient functionality and task execution.
      ∗ **Led the team** by coordinating tasks and fostering collaboration between hardware and software teams, ensuring smooth project execution.

TECHNICAL SKILLS AND INTERESTS

Languages: C, JavaScript, Python
Frameworks & libraries: ReactJS, Firebase, Pandas, Numpy, Matplotlib
Developer Tools: Html, CSS, VS code, Webstrom, Intellij, Figma, Git, Github
Soft Skills: Leadership, Public Speaking, Interpersonal Communication, Teamwork, Creativity
Coursework: Data Structures, Operating Systems, Object Oriented Programming, Algorithms, Database Management System

ACHIEVEMENTS

- **Achieved 2* at Codechef with a max rating of 1460 by completing 14 contests** | Link
- **Got selected at DroneX IIT Patna out of 200+ teams where we built a mini drone from scratch** | Link