

## ADITYA NARAYAN RAUL

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GitHub: <https://github.com/adityaraul004>

Leetcode: <https://leetcode.com/u/AdityaRaul/>



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## CAREER OBJECTIVE

Aspiring software developer and Computer Science undergraduate skilled in Python and Java, seeking to contribute to innovative software projects. Eager to apply analytical and problem-solving abilities in a dynamic team environment. Committed to continuous learning and professional growth while delivering high-quality software solutions

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## EDUCATIONAL QUALIFICATIONS

- **Bachelor of Engineering – Computer Science Engineering**

CMR Institute of Technology, AECS Layout, Bangalore

7.97, 2026 [Pursuing]

- **12<sup>th</sup> standard – Science**

Army Public School, Bangalore

87.8%, 2022

- **10<sup>th</sup> standard**

Army Public School Shankar Vihar, New Delhi

77.8%, 2020

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## TECHNICAL SKILLS

**Programming Languages:** Java, C, Python

**Frameworks and Libraries:** React, Node.js, Flutter, PyTorch, TensorFlow

**Software:** Visual Studio Code, WordPress, Microsoft PowerPoint, Solid-Edge, Keil, Eclipse, Jupyter Notebook, Microsoft Excel, Power BI

**Web Technologies:** HTML, CSS, JavaScript, PHP

**Database:** SQL, MongoDB

**Cloud Services:** AWS, Azure

**Version Control:** Git, GitHub

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## PROJECTS

- **Personal Portfolio Website ([live](#))**

**Description:** Designed and developed a responsive, dark-themed personal portfolio to showcase professional background and projects. Implemented smooth section transitions and user-friendly navigation across About, Projects, Resume, and Contact pages. Focused on intuitive UI/UX to create a strong digital presence and improve engagement.

**Tech Stack:** HTML, CSS, JavaScript, three.js, Tailwind CSS, GSAP

- **AI-Powered Snake Game using Reinforcement Learning**

**Description:** Built an intelligent Snake game agent using Deep Q-Learning (DQN) in a custom Pygame environment. Designed a custom state representation, reward system, and implemented a neural network-based agent to autonomously learn and improve gameplay. Demonstrated application of RL concepts like experience replay, Q-value approximation, and epsilon-greedy strategy.

**Tech Stack:** Python, PyTorch, NumPy, Pygame, Matplotlib

- **AI-Powered Chatbot for Mental Health Detection**

**Description:** Developed an emotionally intelligent AI chatbot with multimodal emotion detection, personalized memory-based responses, real-time crisis support, and end-to-end encrypted communication to ensure mental health monitoring and user data privacy.

**Tech Stack:** TensorFlow, PyTorch, NLTK, OpenAI GPT, Flask / Django

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## WORK EXPERIENCE

- **Company Name:** Radha and Aadarsha Khadyana

**Duration:** Sep – Nov 2024

**Designation:** Front end Developer

**Responsibilities:**

- Collaborated directly with a local client to design and develop a responsive front-end website and offline - capable invoice billing system for a food distribution business.
- Built interactive forms, integrated basic backend functionality using PHP and MySQL, and improved user experience through clean UI/UX design.

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## CO-CURRICULAR & EXTRA CURRICULAR ACTIVITIES

- **Hackathons:**

- Competed in **AptiCode**, 2025
- Involved in **GenAI Hackathon** conducted by **HappyFox** at CMRIT
- Participated in **Code Carnage** hackathon at SJBIT
- Participated in **AARAMBH** – National Business Plan Competition by IMT Nagpur.
- Participated in Smart Student Hostels Hackathon on safety and mental wellbeing, organized by IIT Madras.

- **Volunteering & Outreach:**

- Socio-Educational Outreach, Tubarahalli Govt. Primary School (2025); conducted interactive learning and mindfulness sessions.

- **Sports:**

- Participated in CMRIT Athletic Meet 2024 – 1500m Marathon
- Completed 5 km Marathon, organized by CMRIT (Mar 2025)
- Badminton | Football | Table Tennis

- **Additional Responsibilities:**

- Organized College Marathon Run for Lakes environmental awareness event: managed crowd and vehicle flow, designed coupons and signage, coordinated volunteers.
- Coordinated Kargil Vijay Diwas event at MEG Centre: managed guest entries, reception, participant records, and team communication.

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## ACHIEVEMENTS

- Finalist – E-Summit'25, IIT Roorkee; top 25/250+ teams nationally for revival strategies of discontinued product
- Finalist – AARAMBH Business Plan Competition, IMT Nagpur; Ranked top 15/200+ teams nationally for agricultural waste recycling model
- Finalist in UNCONFERENCE – National Marketing Strategy Competition, IIT Madras; Ranked top 12 out of 200+ teams nationally
- Finalist in GENAI HackFest Hackathon organized by HappyFox at CMRIT; Ranked top 25 out of 125+ teams

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## PERSONAL DETAILS

Date of Birth : 11th May, 2005

Gender : Male

Nationality : Indian

Permanent Address : Village- Srikona, Post- Chandipur, PS- Chandipur, District- Balasore, State- Odisha, 756025

Linguistic Competency : English, Hindi, Odia, Japanese (Beginner)

Hobbies : Running, Bodybuilding, Reading self-help and productivity books, Travelling