

Amit Amrutiya

4th-year student in Computer Science and Engineering who is **passionate about full-stack development** and enthusiastic about exploring the **Kubernetes** ecosystem.

[Website](#) | [Github](#) | [Linkedin](#)

Mobile No : +91 8141749739

amitamrutiya2210@gmail.com

EXPERIENCE

Google Summer of Code, CCEXtractor— Flutter developer

[Certificate](#)

May 2023 - September 2023

- Contributed to the **Flood Mobile** project within the CCEXtractor Development organization.
- Utilized **Flutter** and **Dart** for development.
- Made **100+ commits** and implemented **15+ new features**.
- Released a new Flood Mobile app on the Play Store.

Prelax Infotech, Gujarat— Flutter developer

[Certificate](#)

May 2022 - July 2022

- Prelax Infotech is an ISO-9001-certified company that was established in 2013.
- I learned two app development technologies:- **Flutter and Dart**.
- Actively participated in a Flutter project over two months.

EDUCATION

Chandubhai S. Patel Institute of Technology, Gujarat— B.Tech

June 2020 - Present (**Expected Graduation - Aug 2024**)

Pursuing 4th year of B.Tech in Computer Science and Engineering with a **9.5 CGPA**.

PROJECTS

Study Notion — HTM, CSS, JS, React, MongoDB, ExpressJs, Razorpay, Git, Docker, K8s

[[Source Code](#) | [Live](#)]

- Fully functional ed-tech platform allowing users to **create, consume, and rate educational content**.
- There are two types of users: **the instructors**, whose job is to create valuable courses, and the **students**, who want to access courses for learning purposes by paying the course fee to the instructor.
- Includes **Docker** files for both frontend and backend components and has been deployed using **Kubernetes**.

MeetNChillChat — TypeScript, NextJS, WebRTC, Tailwind, Git, ShadCN

[[Source Code](#) | [Live](#)]

- Video calling, chatting, and streaming** application with a backend written in **NextJS** and a user interface built using **TypeScript**, and **Tailwind**.
- To create a dynamic connection between individual peers, I opted for the implementation of **WebRTC**.

Temple Management — Website & App

- Web and mobile application for the **GSFC Township Charitable Trust Temple** situated in Gujarat, India.
- Website:-** HTML, CSS, Javascript, Express, Mongodb, NodeJS, Ejs, Razorpay. [[Source Code](#) | [Demo](#) | [Live](#)]
- App:-** Flutter, Dart, Firebase, Razorpay. [[Source Code](#) | [Demo](#) | [APK](#)]
- Include **booking appointments for Pooja**, facilitating **online donations**, regular **updates about the temple**, offering **contact information**, showcasing a **gallery of images**, and incorporating various other features.

Multiple Games — Flutter, Dart

[[Source Code](#) | [Demo](#) | [APK](#)]

- Compilation of several games that were popular among us during childhood.
- Include **Piano Tile game**, **Dinosaur Game**, **AI tic-tac-toe (easy, medium, hard levels)**, **2048 Game (3X3, 4X4, 5X5, 6X6)**, **Pac-Man Game** and **Mini Sweeper Game** with customization versions merged into a single game.