

Chetan Jangir

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EDUCATION

National Institute of Technology Srinagar

Bachelor of Technology in Civil Engineering

Srinagar, J&K

Mar 2021 - Jul 2025

Vishwa Bharti Sen. Sec. School

12th

Singhana, Rajasthan

2018 - 2019

TECHNICAL SKILLS

Languages: C, Go, Javascript, Python, HTML, CSS

Frameworks/Libs: Node.js, Express.js, TailwindCSS, Bubbletea

Tools: Git, GitHub, Linux

Databases: MySQL

EXPERIENCE

Open Source Contributor

Sharkdp BAT

Mar 2025 - Apr 2025

Remote

- Added syntax highlighting support for GDScript by integrating a new submodule (GDScript-sublime) and writing a full-featured test suite for validation.
- Contributed Odin language syntax definitions, expanding the language support and enhancing developer experience.
- Collaborated with maintainers through code reviews and issue discussions to ensure high-quality integration.

Machine Learning Intern

Codtech It Solutions PVT. LTD

Mar 2025 - Apr 2025

Remote

- Engaged in a 4-week online internship focused on applied Machine Learning techniques and model development.
- Built a sentiment analysis model using Logistic Regression on the Amazon Fine Food Reviews dataset.
- Preprocessed text data by removing neutral reviews, cleaning content, and applying TF-IDF vectorization with feature limits and stopword removal

PROJECTS

Ollama Hub:GUI for Local Models | [Link](#)

Jan 2025 - Feb 2025

- Developed a VS Code extension providing a graphical interface to interact with local AI models like DeepSeek using Ollama
- Features a webview panel to display messages with the option to choose any of the Local models for chatting
- Achieved 250+ downloads on the VS Code Marketplace, reflecting user interest and utility.
- Tech Stack: TypeScript, HTML, CSS, VS Code API

TUI Wi-Fi Manager for Linux | [Link](#)

Jun 2025 - Jul 2025

- Developed a terminal-based Wi-Fi manager, reducing manual nmcli usage
- Implemented real-time network scanning with password prompt and error handling
- Enabled Vim-style navigation (j/k, enter, esc) for sub-second menu interactions
- Tech Stack: Go, Bubbletea, Lipgloss, Linux NetworkManager

A 2D action RPG game | [Link](#)

May 2024 - Sept 2024

- Developed a 2d action game with Godot game engine
- Implemented core gameplay mechanics, complex enemy behavior, jump buffer
- Fluid and intuitive player control with robust combat system using the concept of State Machine
- Tech Stack: GDScript, Godot

CERTIFICATIONS

IBM Developing Back-End Apps with Node.js and Express, Coursera

Apr 2025

EA Software Engineering Job Simulation certificate

Mar 2025