Niranjan Pandit

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EDUCATION

LOVELY PROFESSIONAL UNIVERSITY

B.Tech in Computer Science
Aug 2021 | Punjab, India
CGPA : 7.69/10

KENDRIYA VIDYALAYA

High School
2016 | Assam, India
84.8%

LINKS

Github:// **cybo-neutron**
LinkedIn:// **niranjan1998**
Twitter:// **@cyboneutron**
Leetcode:// **@cyboneutron**

COURSEWORK

UNDERGRADUATE

Web Develpoment
Operating Systems
Database Managment
Computer Networking
Data Structures and Algorithms
Linux

SKILLS

PROGRAMMING LANGUAGES

C++ • Javascript • TypeScript •
HTML/CSS • C#

TECHNOLOGIES/FRAMEWORKS

Unity • React • NodeJS • NextJS •
MongoDB • TailwindCSS

Familiar:
Java • Python • React Native •
PostgreSQL

EXTRA-CURRICULAR ACTIVITIES

- Awarded 1st out of 50+ students in Photofactory(Live Sketching competition)

- Participant in **GameOff** (Gamejam hosted by Github on itch.io).

EXPERIENCE

AMAZON | Software Development Engineer 1

Aug 2021 - Aug 2022 (1 yr) | Chennai, India

- Prototyped the migration of Jfrog Artifactory and open grok services from dedicated servers to AWS EC2 instances.

- Worked on **UI improvement** and **unit test** coverage for 4 new feature packages for Kindle E-reader with code coverage over **90%**.(**Jest** for react and **GoogleTest** for C++)

- Implemented new features to template selection menu for E-reader devices for opening new pages applied with particular templates.

- Tech used : TypeScript | ReactJS | C++

AMAZON | Software Development Engineering Intern

Jan 2021 - Jul 2021 (6 months) | Chennai, India

- Migrated the codebase of native registration service on Kindle e-reader devices from Java to C++.

- Used **Cmake** to automate the build process of the package.

PROJECTS

D-BLOG | Blogging Website

Github | Website

- A website where people can share their blogs to the world. An authorized user can publish,update and delete thier own blogs.

- Built the frontend of the application using *NextJS* and **Tailwind CSS**.

- Implemented the backend API of using **Node.js**(**TypeScript** enabled) following the *MVC* (Model View Controller) pattern.

NOTES API

Github

- A backend API for creating and updating notes.

- Created using *Node.js* and *Express.js* using *Typescript* for the whole project

STOLLEN HEART | 2D platformer game

Github

- A 2D side-scroller platformer game using **Unity** Game Engine where player needs to solve puzzles and defeat enemies to advance thorough the game.

- Implemented the **AI** for enemy (idle,patrol,chase,attack) following the state design pattern.

- Learnt and implemented various **design patterns** and Object Oriented concepts throughout the project.