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## **TECHNICAL SKILLS**

**Languages:** Python, C, C++, TypeScript, Bash, SQL

**Frameworks:** React, React Native, Svelte, Electron

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## **EDUCATION**

### **Model Institute of Engineering and Technology (Autonomous)**

*B.E. in Computer Science*

Jammu, India

Oct 2023 – Jun 2027

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## **EXPERIENCE**

### **Cloud Lead, Google Developer Groups on Campus (GDGOC MIET)**

Sep 2025 – Sep 2026

- Led cloud learning initiatives by organizing hands-on workshops and community events focused on Google Cloud technologies.
- Built and maintained a tutorial website hosting video walkthroughs of Google Cloud Study Jam labs along with detailed notes to help students follow and complete skill badges efficiently.
- Promoted peer-learning and community engagement, increasing active participation across cloud learning events

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## **PROJECTS**

### **UNet Audio Filter | Python, PyTorch, NumPy, Librosa | [Link](#)**

July 2025

- Implemented a deep learning-based audio filtering system using the U-Net architecture for denoising and source separation tasks.
- Trained and evaluated the model in PyTorch with custom loss functions to improve filtering performance and clarity.
- Built a modular pipeline enabling reproducible experiments and easy integration into other audio processing workflows.

### **Unidash | Next.js, Firebase (Firestore, Auth), Tailwind CSS | [Link](#)**

June 2025

- Built a community leaderboard system tracking performance across hackathons, events, quizzes, and daily coding challenges.
- Developed student profiles with stats, activity history, and progress insights.
- Integrated an event calendar to highlight upcoming community activities and competitions.
- Implemented a 1v1 coding battle system with ELO-based ranking and real-time matchmaking using Firebase.

### **Hotel Booking Website | MySql, Svelte, Express.js | [Link](#)**

May 2025

- Designed and developed a full-stack hotel booking platform with secure room reservations, user authentication, and payment handling.
- Built RESTful APIs in Express.js to handle bookings, availability search, and customer management.
- Implemented a responsive frontend in Svelte to deliver a seamless booking experience across devices.

### **Doom in Terminal | C++, ncurses, CMake | [Link](#)**

Mar 2025

- Developed a terminal-based first-person shooter game inspired by classic DOOM
- Implemented core game mechanics including player movement, rotation, and basic map rendering within a terminal environment.
- Built the project using CMake, facilitating cross-platform compatibility and streamlined build processes.

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## **EXTRA-CURRICULARS, LEADERSHIP, & INITIATIVES**

### **Team Leader | Internal Hackathon & Smart India Hackathon 2024 (SIH 2024) | MIET, Jammu**

Sep 2024 – Dec 2024

- Led a multidisciplinary team during the college's internal hackathon, successfully winning internal Hackathon.
- Facilitated collaborative problem-solving and innovative thinking, resulting in a functional prototype addressing real-world challenges.

### **Team Leader | Innovation, Design, and Entrepreneurship (IDE) Bootcamp | IIT Jammu**

Feb 2025

- Participated in a 5-day immersive bootcamp organized by IIT Jammu in collaboration with the Wadhwani Foundation, AICTE, and MoE's Innovation Cell.
- Led a team in developing a "Sports Match Finder" app, applying principles of design thinking and the Lean Canvas model to address market needs.
- Engaged in hands-on activities and real-world case studies, gaining insights into business modeling, product design, and entrepreneurial strategies.