

RUDRA RAJ NARAYAN MONAS

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in [/rudra-monas](#)

🔗 [lord-rudra-1](#)

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Education

• IIIT Vadodara International Campus, Diu

B.Tech in Computer Science and Engineering

CPI: 9.03/10.0, SPI: 9.33/10.0

Expected: 2027

2nd ranked in class

Coding Platforms

• **LeetCode:** Max Rating of 1508, 172+ Problems Solved. 2024

• **CodeChef:** Maximum Rating of 1513 (2 Star Coder) 2024

Experience

• Academic Committee Member — IIIT Vadodara - ICD

2024–2025

- Collaborated with faculty and students to enhance academic policies and organize academic events
- Assisted in curriculum planning, exam scheduling, and addressing student academic concerns
- Streamlined student-faculty communication, reducing resolution time for academic concerns by 30%
- Actively contributed to the organisation of the college cultural fest, coordinating between academic and cultural committees

Projects

• Code Playground - Competitive Coding Platform

🔗 [lord-rudra-1/Code-Playground](#)

MERN Stack

- Developed a full-stack coding platform with features for algorithm practice, contests, and code execution
- Implemented a secure judging system supporting multiple languages (C++, Python, JavaScript) with real-time code execution
- Built user authentication, leaderboards, and interactive problem-solving environments with test case validation
- Crafted responsive UI with code editor and contest management for collaborative learning.

• IIIT Vadodara - ICD Institute Website

🔗 [lord-rudra-1/IIITVadodara-ICD_Institute-Website](#)

Next.js, React, Tailwind CSS, Framer Motion

- Redesigned the official institute website with modern UI/UX for an educational hackathon (2025)
- Implemented interactive components including SVG mask effects, expandable officer cards, and theme toggle functionality
- Created responsive layouts optimized for all devices with appropriate text sizing and touch interactions
- Built with Next.js for optimal performance, SEO benefits, and server-side rendering capabilities
- Utilized Framer Motion for fluid animations and implemented React Context API for state management

• Disaster Relief Management System

🔗 [lord-rudra-1/Disaster-Relief-Management-System](#)

Node.js, Express, Sequelize, MySQL

- Developed a comprehensive disaster management application with role-based authentication for administrators and volunteers
- Developed resource tracking for disaster areas, volunteer assignments, and donation management.
- Designed a normalized database schema with 9+ relational models
- Built interactive dashboards and forms for real-time monitoring of affected areas, resource allocation, and relief operations

• Asteroid Shooting Game

🔗 [lord-rudra-1/Space-Shooter](#)

Unity, C#

- Developed a 2D space shooter with intuitive spaceship controls and progressive weapon upgrades.
- Built object-oriented architecture with inheritance for game entities and collision detection.
- Created modular code structure with separate components for player, enemies, and UI elements
- Designed a configurable asteroid spawning system with exception handling for improved stability
- Added score tracking and weapon upgrade mechanics that unlock additional firing capabilities

Technical Skills

• **Languages:** C/C++, Python, JavaScript/TypeScript, C#

• **Databases:** MongoDB, MySQL

• **Frameworks:** NextJS (with App Router), Express, Node.js

• **Libraries:** ReactJS, AuthJS, Shadcn, Tailwind CSS, CORS, Axios

• **Tools/Environments:** Git/GitHub, Docker, MATLAB, Arduino, Unity, CI/CD, AWS (Basic), NodeJS

• **Concepts:** Data Structures & Algorithms, Full Stack Web Development, System Design