

NISHCHAL GUPTA

Software Developer | Game Developer | Cyberenthusiast

Noida, U.P. • 9152170380 • nishchalgupta1907@gmail.com

[nishchal.netlify.app](#)

WORK EXPERIENCE

Software Development Intern, AICADE

February 2025 - Present

- Designed and developed multiple browser-based games on the Aicade platform, achieving 2000+ plays, driving user engagement and increasing platform visibility.
- Collaborated with cross-functional teams including artists, designers, and developers to implement game features and debug complex engine-level issues.
- Built and refined engine modules for scene management, input handling, asset loading, and audio, enabling smoother developer workflows and more immersive gameplay experiences.

Intern, Directorate of Research, Innovation and Development, IIIT

May 2024 - Jul 2024

- Designed and developed a game recommendation system aimed at alleviating stress and anxiety within an accelerated timeframe of less than two months.
- Implemented personalized game recommendations, optimizing stress-relief effectiveness and enhancing user engagement.

EDUCATION

Bachelor of Technology in Computer Science Engineering

Sep 2022 - Jul 2026

Jaypee Institute of Information Technology, Noida

Science (10 + 2)

Prelude Public School, Agra

Aug 2015 - Aug 2019

PROJECT

Medicine and Disease Prediction Model (MediSync)

[Github](#)

- Developed an AI-powered web application for medicine purchases, disease prediction, and medication recommendations.
- Integrated machine learning models achieving 94% accuracy for precise disease identification and treatment suggestions.
- Implemented dynamic model retraining using Python notebooks (Disease and model2-lstm) for continuous improvement.

Web 3.0 Decentralized Application (WebChain)

[Github](#)

- Developed a Web3-enabled decentralized application (DApp) integrating blockchain-based transactions.
- Designed and deployed smart contracts on Ethereum/Sepolia using Solidity & Hardhat.
- Built a responsive and interactive frontend using React (Vite) and Tailwind CSS.
- Integrated blockchain transactions using Ethers.js/Web3.js for seamless user interaction.

Stickman Game

[Itch.io](#)

- Skills Used: Unity 2D, C#
- Developed a stress management game using Unity during an internship at DRID, IIIT Completed in 2 months using fundamental 2D platformer mechanics
- Implemented ragdoll Stickman movements to enhance the fun and engaging experience

SKILLS

- | | |
|-----------------------|------------------|
| • Software Developer | • Teamwork |
| • Game Developer | • Problem Solver |
| • Front-end Developer | • Disciplined |

CERTIFICATES

- Directorate of Research, Innovation and Development - IIIT (2024)
- Foundations of Cybersecurity - Google (2024)
- Connect and Protect: Network and Networks Security - Google (2024)