Pritish Sewsunker

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About Me

I am a motivated and disciplined 21-year-old currently in my third year of pursuing a bachelor's degree in computer science. I have strong passion for software development; I combine creativity and intellect to deliver high-quality work. Outside of coding, I enjoy exploring music production, DJing, videography, and photography, which fuel my innovative approach and attention to detail.

Skills

Programming (C#, Java, Kotlin, HTML, CSS) - Web Development (ASP.NET) - Software Development - Technical Writing - Cloud Computing (Microsoft Azure) - Video Editing - Database Management (MySQL, Azure, SQL Server, Oracle) - Music Production (FL Studio, Novation) - Videography – Photography

Education

- Bachelor of Computer and Information Sciences in Application Development (2023-2025)
- Highschool Matric Certificate (Edenglen Highschool 2018-2022)
- Robotics Degree (Prolific Tech 2022)

Projects

Artist Website

• This website is a modern, immersive portfolio and music hub for Pritish S. It features a visually striking, flowy abstract background with glass like overlays, bold branding, and smooth animations. Visitors can explore my biography, browse the full discography with interactive streaming links, view the latest releases, and easily connect via social media or email, all within a seamless, responsive, and artistically styled user experience.

Budgeting App

Arcane accounts is a Game-like budgeting and finance tracking android application. The application
has the basic features of a budget and finance tracking app while incorporating game-like features
such as achievements and levels to make budgeting a more enjoyable experience. The kotlin
language with Android studio with Firebase as the backend was used to develop the application

ColourBounceWebGame

Vibrant browser-based arcade game built with HTML5, CSS3, and JavaScript. Real-time
physics and responsive controls, Dynamic, bouncy ball movement with user-selectable
colour, Increasing difficulty with varied, animated obstacles, Modern, animated UI and clear
instructions, fully custom design and code, optimized for desktop browsers. Front-end
development, creative UI, and interactive game logic.

Music Player

Interactive web-based music player featuring: Custom playlist with album art and track info, Real-time waveform visualization with click-and-drag seeking, Play, pause, next, and previous controls, Volume, tempo (playback speed), and pitch-preserve adjustments, Responsive, animated user interface built with HTML5, CSS3, and JavaScript, Front-end development, audio processing, and modern UI/UX design skills.

Classic Central Radio App (Android, Under Development)

 Developing a modern Android application for Classic Central Radio, featuring: Live streaming for two radio stations with integrated media controls, User authentication (email, Google, Facebook), Social media integration and contact features, Dynamic light/dark theme switching, Modular navigation with About and Settings sections. Project utilizes Kotlin, Android Studio, Firebase, and modern UI/UX practices. Currently in active development.

KineticGlass Cars - Dynamic E-commerce Concept

 Developed a fully responsive, single-page e-commerce experience from scratch, demonstrating vanilla JavaScript (ES6+), CSS3, and HTML5. Engineered a dynamic product catalogue that renders from a client-side data array, complete with interactive filtering, details modals, and a stateful shopping cart. Elevated the user experience by implementing a fluid "glassmorphism" UI and high-performance animations using the GSAP library.

Portfolio Website

Designed and built a modern, product-showcase-inspired portfolio website using C# and ASP.NET
Core MVC. The project emphasizes a strong visual and interactive user experience with features
like animated text, dynamic skill-bar rendering, and a filterable project gallery. The entire application
is fully responsive, built with Bootstrap, and structured with a data-driven backend to allow for easy
content management and future scalability.