Ram Bezawada

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Objective

Aspiring Frontend Developer and Beginner Game Developer passionate about creating clean, user-friendly websites and simple games. Skilled in Java, HTML, CSS, Git/GitHub, and Arduino projects, with a strong interest in learning new technologies and building meaningful projects.

Skills

• Frontend: HTML5, CSS3, Responsive Design

• Programming: Java (OOP, Arrays, Loops, Basics), Problem Solving

• Version Control: Git & GitHub

• Hardware/IoT: Arduino (LED control, basic circuits)

• Game Development: Beginner-level Godot Engine (2D physics, player controls)

Projects

■ Flappy Bird Clone – Godot Engine

Built a simple 2D game with physics, gravity, and player controls. Gained hands-on experience in game mechanics and debugging. GitHub: github.com/rambezawada/flappy-bird

■ Java Basics Programs – Java

Collection of beginner-friendly Java programs (loops, arrays, OOP concepts). Helped improve logical thinking and problem-solving skills. GitHub: github.com/rambezawada/java-basics

■ My First HTML Website – HTML & CSS

Designed a static website focused on clean structure and responsive design. Applied semantic HTML and custom CSS styling. GitHub: github.com/rambezawada/html-website

■ Arduino LED Control – Arduino & Electronics

Created a project using LEDs and push buttons. Learned about circuits, microcontrollers, and basic hardware programming. GitHub: github.com/rambezawada/arduino-led

Education

■ High School Student (Learning Phase)

Building strong foundations in Java, HTML, CSS, Arduino, and Game Development. Constantly exploring projects to improve technical and creative skills.

Achievements & Interests

• Completed several mini-projects for practice.

• Passionate about technology, electronics, and gaming.

• Enjoys problem-solving, experimenting with code, and DIY hardware projects.