Indian Institute of Technology, Guwahati

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EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Tech. Major	Indian Institute of Technology, Guwahati	7.04 (Current)	2023-Present
Senior Secondary	BIEAP Board	93.5%	2023
Secondary	ICSE Board	94.4	2021

PROJECTS

• E-Commerce Web Platform

May. 2025 - June. 2025

Github

Personal Project

- Built a full-stack **e-commerce application** with essential features like **product and category management**, **shopping cart**, and **secure checkout**.
- Implemented **user authentication** using **JWT** (access/refresh tokens) and integrated **Stripe** for payments.
- Used MongoDB for database management and Redis for caching to improve performance.
- Designed an admin dashboard to manage inventory, apply discounts, and track sales analytics.
- Styled the frontend using **Tailwind CSS** and ensured **data protection and security** throughout the application.

• Decentralized Carbon Credit Market Platform

Jan 2025 - May 2025

Entrepreneurship Program (EN211), IIT Guwahati

Githu

- Developed a prototype web platform to tokenize and trade real-world carbon credits using blockchain technology.
- Carbon credits were represented as **ERC-20 tokens**, enabling transparent, tamper-proof transactions.
- Implemented core flows including **project registration**, **tokenization**, and **buy/sell** via a user-friendly interface.
- Integrated MetaMask wallet for secure login and wallet-based balance tracking.
- Frontend built using HTML, CSS, and React.js; smart contracts written in Solidity, deployed using Hardhat.

• CVAlign – AI-powered CV Evaluation Platform

May 2025 - June 2025

GitHul

- Developed a web-based platform that automates CV screening using a RAG pipeline with Hugging Face Transformers and LangChain.
- Parsed job descriptions and CVs, and generated relevance scores and **personalized feedback** for each candidate.
- Implemented a dashboard using **FastAPI** and **HTML/CSS**, with recruiter dashboards for ranking, filtering, and comparisons.
- Integrated Pinecone for vector search and Cloudinary for managing uploaded CVs, with role-based access control
 for different user types.

• Dracarys - Enhanced Dino Game

May 2024 - July 2024

Github

GameDev Club, IIT Guwahati

Coding Club, IIT Guwahati

- Built a feature-rich clone of Google Chrome's Dino Game in Unity using C#, integrating custom power-ups, dynamic difficulty scaling, and improved player mechanics.
- Explored core game development concepts like collision detection, procedural level generation, and animation through practical implementation.

TECHNICAL SKILLS

- Programming: Java, C, Python, C#*, JavaScript*
- Tools/Frameworks: Unity, Pandas, Numpy, Matplotlib
- Blockchain: Solidity*, Web3.js, Ethereum*
- Database Management: MongoDB*, MySQL*

*Elementary Proficiency

KEY COURSES TAKEN

- Computer Science: Introduction to Computing, Computing Laboratory
- Mathematics: Linear Algebra, Basic Calculus, Complex Analysis, Partial Differential Equations
- Web Development: Web Development Bootcamp- Dr. Angela Yu (Udemy)

EXTRACURRICULAR ACTIVITIES

- Sports: Represented Dihing Hostel in Spardha (Inter-Hostel Cricket) for two consecutive years. Participated in campus cricket leagues, including ISPL, CL, and PPL; led a newly formed team in ISPL 2025.
- Clubs and Events: Participated in Manthan (Photography and Arts modules); actively engaged in events organized by Montage and GameDev Club, IIT Guwahati.