

Aryan Dalal

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GitHub : <https://github.com/spicybeanos>

DOB : 02/01/2004.

Skills

- C# , Java , C, Python, Unity
- Svelte , React, HTML, CSS, JavaScript

Projects

- **Object Byte Converter (C#)** : Serializes an object to an array of bytes. It can serialize signed/unsigned 8-64 bit integers, strings, user-defined objects ,and arrays of the former. GitHub link : <https://github.com/spicybeanos/ObjectByteConverter>
- **Svelte Website made for a Hackathon (svelte,html,css,js,node)** : A website to showcase our idea and service for the MIT- BLR's tech-fest's Hackathon organised by NSS .GitHub link : <https://github.com/spicybeanos/PLEXAAR>
- **Simple Inventory system for games (C#)** : A simple inventory system that can keep track of "items" and their count , and handle transaction of these "items". Used "Result<T>" design pattern . GitHub link : <https://github.com/spicybeanos/SimpleInventory>
- **Player Scripts for handling Inventory (C#)** : Scripts for handling the inventory of a player and transactions of "items" between the inventory of a player and other objects that have an inventory (eg "storage container"). Depends on "SimpleInventory" previously mentioned. GitHub link : <https://github.com/spicybeanos/PlayerScripts>
- **Front end for a Home budget management website (React,js,css)**: React website for dbms project. Used the "Material-UI" library. GitHub link: <https://github.com/spicybeanos/dbms-frontend>
- **Bedrock programming language (WIP) (C#)**: A prototype interpreted language that I'm working on as a hobby project. GitHub link : <https://github.com/spicybeanos/Bedrock/tree/New-Lexer>
- **Minecraft copy attempt (Unity, C#)**: An early attempt to make the game "Minecraft" in unity. GitHub link : <https://github.com/spicybeanos/minecraft-copy-attempt>

Experience

- Code Jam 2022-2023 competitive programming competition at MIT Bengaluru
- ACM Hackathon 2023 at MIT Bengaluru
- NSS Hackathon at TechSolstice 2024 at MIT Bengaluru

- Organised competitive programming events “Code Wars” at TechSolstice– April 2023 at MIT Bengaluru
- Organised competitive programming events “Code Play” at TechSolstice– April 2023 at MIT Bengaluru
- Game Developer lead at Codex February 2023 – Present
- Organized “GameForge” code-along October 2023
- Organized “DevDen” code-along February 2023

Relevant Course work

- Data structures
- Object oriented programming
- Database management systems

Certifications

- Oracle SQL Basics [[link](#)]
- Introduction to Object–Oriented Programming with Java [[link](#)]
- Algorithmic Toolbox [[link](#)]
- Object–Oriented Hierarchies in Java [[link](#)]

Education

- Bachelor of Technology – BTech, Computer Science Engineering | Manipal Institute of Technology, Bengaluru (2022 – 2026)