

# ARYAN DALAL

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## Education

### Manipal Institute of Technology

B-Tech in Computer Science and Engineering

Aug. 2022 – May 2026

Bengaluru, KA

## Experience

### Nuvama wealth

June 2024 – July 2024

Application Developer Intern

Mumbai, MH

- Built a DotNET script to fetch data from a paid third-party API and cache it locally to avoid repeated expensive calls.
- Cleaned and formatted inconsistent API responses, storing them in structured files for efficient access.

### Tech Solstice Tech-fest

Feb 2025 – April 2025

Technical Head

Bengaluru, KA

- Lead development of an engaging, cyberpunk-themed website and Android app for the fest using SvelteKit and React Native.
- Managed a team of 5 devs using GitHub for version control, task delegation, and rapid iteration.
- Integrated Supabase for user/event management and Google Login API for secure authentication.
- Deployed via Vercel, collaborated with designers, and ensured real-time control panel for dynamic updates.

### BizDateUp

June 2024 – August 2024

Fullstack Intern

Mumbai, MH

- Built a KPI Management System using React, Express, Supabase, PostgreSQL, and Prisma, enabling HR to define KPIs, employees to report progress, and managers to conduct performance reviews and appraisals.
- Developed a dashboard with interactive graphs (bar, line, pie) to visualize team performance across timeframes, aiding data-driven decision-making.
- Created a compliance tracking app with React + TypeScript and FastAPI to monitor and audit the buying, selling, and issuance of securities for regulatory compliance.
- Implemented role-based access, JWT authentication, and scalable backend APIs to ensure secure, modular, and maintainable systems across platforms.

## Projects

### Solstice verifier app | React-native, Expo, TSX

April 2025

- Created an Android application using expo react-native to quickly get user info including the pass purchase
- Utilized expo react-native and the expo camera to quickly scan QR codes and check with the website about the user's status, cutting down event entry processing time by 65%.

### Compiler for custom language badger-script in rust | Rust, Cargo

March 2025

- Designed a compiler made in the rust programming language for a custom programming language called badger-script
- Compiled to custom byte code to allow execution to any platform, processor and operating system
- Implemented an interpreter to run the badger-scripts

### ObjectByteConverter – C# Serialization Library | C#

March 2025

- Designed a custom binary serialization/deserialization library supporting primitives, compound objects, self-referencing structures (e.g. linked lists), and one-dimensional arrays with configurable metadata (encoding, class ID types, etc.).
- Implemented serializers/deserializers for integers, floats, strings (ASCII/UTF8/Unicode), and user-defined types using a metadata-driven format for extensibility and cross-compatibility.

## Technical Skills

**Languages:** C#, Rust, Java, C, HTML/CSS, JavaScript, TypeScript, SQL

**Developer Tools:** VS Code, Eclipse, Google Cloud Platform

**Technologies/Frameworks:** GitHub, Supabase, Vercel, React, React-native, Svelte, SvelteKit, Nextjs, ExpressJs, NodeJs, Prisma, Axios

## Leadership / Extracurricular

### Codex

Aug 2022 - Aug 2023

Game Development Head

MIT Bengaluru

- Led and managed three independent game development teams, overseeing project timelines, providing technical and creative guidance, and ensuring successful completion of each team's game project under my supervision.
- Held tutorials about game development in unity and 3D modeling in blender.