B sudarshan

Engineering student with experience in systems programming and full-stack development, seeking an opportunity to contribute to impactful software projects and deepen real-world experience.

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EDUCATION

BMS Institute of Technology and Management

B.E in Artificial intelligence and machine learning   2023-2027(expected)

PROJECTS

T-mark – Terminal-based Markdown viewer written in Rust   2025
- Built a fast, terminal-based Markdown viewer in Rust with minimal dependencies.
- Supports headings, code blocks, lists, and inline formatting with clean terminal rendering.
- Enables keyboard navigation and smart text wrapping for an efficient reading experience.

Hydrogen - compiler for a custom language built in c++   2024
- Designed a compiler that converts high-level code to x86 assembly
- Implemented lexer, parser (recursive descent), and code generation
- Applied compiler concepts like tokenization and AST construction

Data Structures and Algorithms Visualizer – React project for interactive learning   2025
- Built a browser-based visualizer to demonstrate common algorithms and data structures
- Used React to implement interactive animations and step-by-step UI transitions
- Focused on educational clarity and intuitive learning experience

Space Invaders Clone – 2D arcade-style game built using C++ and raylib   2024
- Developed a complete 2D arcade game with C++ and raylib
- Implemented game mechanics, collision, and state management
- Designed modular components for scalability and clean structure

SKILLS

- Languages: C++, Rust, JavaScript, TypeScript, Python, SQL, HTML, CSS
- Frameworks and Libraries: React, Node.js, Prisma, JavaFX, Express, raylib, Tailwind CSS
- Concepts and Areas: Data Structures and Algorithms, Compiler Design, Full Stack Development, Systems Programming, Web APIs, Terminal Applications