Suraj Maal

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Education

Keshav Memorial Institute of Technology, Hyderabad, India — Dec 2021 – Apr 2025
B.Tech in Computer Science and Engineering — CGPA: 8/10
Relevant Coursework: Operating Systems, Algorithms, Computer Architecture, Software Engineering, Databases, AI.

Technical Experience

React Chess Application (2024)
Built a fully functional chess application using React.js, allowing users to dynamically interact with the board and play games.

- **Implemented** drag-and-drop functionality for chess rules.
- **Integrated** game logic for move validation and endgame conditions.
- **Deployed** using GitHub Pages.
  GitHub: https://github.com/suraj57n/chess
  Hosted: https://chess-b085d.firebaseapp.com/

Spotify Clone (2024)
Developed a Spotify-like music player using React.js and Python, allowing users to search, play songs, and manage playlists.

- **Developed** responsive UI with play, pause, and skip functionality.
- **Integrated** Spotify API for real-time data and playlist management.
- **Deployed** using Heroku.
  GitHub: https://github.com/suraj57n/Spotify-clone

Drone Swarm (2023)
Designed and implemented a drone swarm project using Arduino Uno, Python, and Drone-kit library to coordinate multiple drones.

- **Led** design of control system for real-time drone coordination.
- **Integrated** React.js for monitoring and command issuing.
- **Implemented** hardware communication for autonomous flight.

Internship and Experience

Project School Intern — Sept 2023 – Feb 2024
Keshav Memorial Institute of Technology, Hyderabad
Worked on the Drone Kit project as part of the college's Project School initiative.

- **Developed** backend logic for drone coordination using Python and Drone-kit.
- **Collaborated** on hardware and software integration.
- **Tested** and debugged systems for stable operations.

Skills

Languages: Java, Python, JavaScript, C++.
Technologies: React.js, HTML/CSS, MySQL, Unix/Linux, AWS.
Tools: Git, VS Code, Arduino IDE, DroneKit Library.
Additional Skills: OS, DBMS, Cloud Computing, Computer Networks, OOP.

Extracurricular Skills and Hobbies

Enjoys reading novels, playing chess, and working out regularly. Practices effective time management and is a team player with strong communication and problem-solving skills. Fast learner of new technologies.