Aditya Rauniyar

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Ghaziabad, U.P. 201206, India

OBJECTIVE

I am an ambitious Computer Science student seeking opportunities to apply and expand my skills in web development, emerging technologies, and software engineering, aiming to contribute to innovative projects that leverage cutting-edge technologies like Web3, ML, and data science, while continuing to grow as a versatile and adaptable tech professional.

EDUCATION

- **B.Tech in Computer Science**
- **KIET Group of Institutions**
- **Expected Graduation: 2027**
- GPA: 8.67/10.00 (1st Semester)

Swami Vivekanand Intermediate College *March 2022*
Pre-University Education
Kushinagar, U.P, India
- Grade: 80.20%

Swami Vivekanand Intermediate College *June 2020*
Secondary Education
Kushinagar, U.P, India
- GPA: 87.23%

EXPERIENCE

Technocrats Club, KIET Group of Institutions
Operational Team Member | Ghaziabad, India
August 2023 - Present

- **Helped organize and run tech events and workshops for students.**
- **Managed club operations, improving event participation.**
- **Contributed to tech initiatives that supported the club's growth.**
- **Built leadership and teamwork skills through hands-on involvement.**

AR/VR Bootcamp
Participant | KIET Group of Institutions
January 2024

- **Attended a bootcamp on Augmented and Virtual Reality.**
- **Worked with AR/VR development tools and concepts.**
- **Created a basic AR application during the project.**
- **Improved understanding of spatial computing and immersive tech.**

PROJECTS

Footprint: Sustainable Diet Promotion Platform
October 2024 | Tools: HTML, CSS, JavaScript, Python Flask

- **Built a web platform for the IEEE Hackathon to promote plant-based and local diets.**
- **Designed a responsive frontend that enhanced user engagement.**
- **Added features like personalized meal plans and carbon footprint tracking.**
- **Worked in a team of three, connecting the frontend with a Python Flask backend.**
- **The project was selected for Phase 2 of the IEEE Hackathon.**
- GitHub - Aditya-Rauniyar/Foot_Print

AR Application

January 2024 | Tools: Blender, Unity, 3D

- **Developed a basic car game during the AR/VR Bootcamp.**
- **Used Blender and Unity to design and implement 3D models.**
- **Applied spatial computing to create an interactive and intuitive gaming experience.**
- **https://drive.google.com/file/d/1eUt6-wz4o5GgkTmWIzzYOJG0hWZqBNb-/view**

TECHNICAL SKILLS

- **Programming Languages: C, C++, JavaScript, Python**
- **Web Development: HTML, CSS, JavaScript, Tailwind CSS**
- **Data Structures & Algorithms**
- **AR/VR Fundamentals**
- **Version Control: GitHub**

SKILLS

- **Frontend Web Development**
- **Problem Solving**
- **Team Collaboration**
- **Quick Learner**
- **Adaptability**

CERTIFICATIONS

- **IEEE Hackathon Participation Certificate** | *Phase 2 Selection | September-October 2024*
  Link to Certificate
- **DevBlends AR/VR Bootcamp Participation Certificate** | *January 2024*
  Link to Certificate