

Prayas Jain

B.Tech - Information Technology and Mathematical Innovation
Computer Science Enthusiast - Web/ App/ Game Developer
5 Star Coder at [Codechef](#)

Work Experience

Intern

GeeksforGeeks

December 2019 - May 2020

Content writing focused over multiple areas of graphical programming. Mostly revolving around the common topic of fractals and optimized methods to make them.

Game Development Intern

Codecrust

September 2021 - December 2021

CodeCrust is a Game development company specializing in Multiplayer Mobile and HTML5 game development.

Student Developer - Weecology

Google Summer of Code

May 2022 - September 2022

The aim of this project is to make the currently running forecasting system capable of parallelization.

Full Stack Developer

Imarticus Learning

June 2022 - March 2023

Accessible through the Imarticus Learning mobile app for iOS and Android as well as the website, Pegasus supports classes and assessment schedules for multiple time zones.

Senior Full-Stack Engineer

metaverse Job Japan

March 2023 - Present

metaverse Job Japan is a decentralized organization investing in NFTs in blockchain based gaming. We aim to create the biggest virtual economy, get maximum utility from community-owned assets and share these profits with our token holders i.e. our players.

Contact Details

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Professional Skills

Collaboration Skills
Team Management
Server Administration
Quality Analysis
Software Development
Content Writing

Software Skills

Microsoft Office Suite
Adobe Photoshop / Gimp
Firebase
Razorpay
Git
Web Automation
FFmpeg

Game Development

Blender
Godot
Unity
Pixijs

Web Dev Frameworks

Flask
Laravel
NodeJS
VueJS
React
AngularJS
Nginx, Apache, uwsgi

App Development

Flutter
React-native
Cordova

Personal/Professional Projects

Admissio

September 2020 - November 2020

With Admissio, you can compile a list of colleges that will allow you to explore all options and find the right college and course.

DataToolBelt

September 2020 - September 2020

[DataToolBelt](#) | [DataToolBelt - Github](#)

In this group project I have worked on the development of a website which was a platform to clean data before applying any data science model on that.

Rainbow Dash

March 2020 - March 2020

[Rainbow Dash - Gameplay](#) | [Rainbow Dash - Itch.io](#)

Rainbow Dash is an indie game developed solo. It's a casual game with a procedural level generator.

MyVirtualStream

June 2020 - August 2020

[MyVirtualStream](#)

MyVirtualStream is a Flask powered web application which utilizes the capabilities of FFmpeg to bring about a 24/7 Streaming scheduler similar to those that are used by TV channels. It's capable of modifying videos and scheduling them to stream over RTMP.

Blinded

March 2020 - March 2020

[Blinded - Gameplay](#)

Blinded was a solo project with a procedural map generation with action and gore in a top down environment.

SafeSIS

February 2020 - April 2020

SafeSIS is an android app made with the usage of Flutter and Firebase. A server was also generated using python which handled multiple requests. The motive of the app was to generate an SOS application.

Programming Languages

C/C++, goLang, python, javascript, java, dart, julia, PHP, C#, gdscript, shell, SQL, MATLAB, R, lua, Arduino, Jupyter

Personal Skills

Time Management
Adaptability
Competitive Coding
Flexibility
Written communication
Reliability
Process Streamlining
Troubleshooting
Musical instruments:-
Flute, Keyboard, Drum
Animation

Certification

[Rest API - Hackerrank](#)

[C++ - Hackerrank](#)

[Python - Hackerrank](#)

[Problem Solving \(Intermediate\) - Hackerrank](#)

[Command-line - Progate](#)

[Git - Progate](#)

[Hashcode 2020](#)

[Hashcode 2021](#)

[Elements of AI](#)

[Google Digital Unlocked](#)

[T-Hacks 3.0](#)

Greenable

December 2019 - January 2020

[Greenable](#)

Greenable was a project which allowed it's users to generate event tags geologically and add them to a common database for everyone.

Bouncy Walls Vs Ninja

September 2019 - September 2019

[Bouncy Walls Vs Ninja - Gameplay](#)

Game powered by Godot Engine. The 2D game had used the physics capabilities of Godot to make a pocket tank like functionality

Symbiosis

July 2018 - July 2018

[Symbiosis - Gameplay](#)

A 2D game with Asteroids-like mechanism made completely with C. The engine was made from scratch by me.

Education

Bachelor of Technology (B.Tech), ITMI

Cluster Innovation Centre, University Of Delhi

2019 - 2023

Current CGPA: 9.12/10

Senior Secondary (XII), Science

DLF Public School

(CBSE board)

Year of completion: 2019

Percentage: 84.00%

Secondary (X)

DLF Public School

(CBSE board)

Year of completion: 2017

CGPA: 9.00/10