Aditya Anand

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Education

Dayananda Sagar Academy of Technology And Management,India   Dec 2022 – Present
Bachelor of Engineering in Computer Science And Design
- Cumulative CGPA: 8.61/10.0
- CourseWork Includes : Introduction To ML, Web Development , UI/UX , Blockchain Technology

Skills

FullStack Expertise: MERN Stack (MongoDB, Express, React, Node.js), Next.js, Flask
Languages: JavaScript, Python
Libraries and Frameworks: GSAP, TailwindCSS, Three.js, ReactThreeFiber
Databases: MongoDB, MySQL
Game Development: Godot, Unreal Engine (Beginner)
Blockchain and AI: Solidity ,hardhat (Beginner) , Gemini

Projects/Experiences

Game Developer/ Co-founder, PokéArch   April 2024 – May 2024
https://dorahacks.io/buidl/13779
- Implemented **core game mechanics** to enhance player engagement.
- Developed an **inventory system** for efficient tracking and management of caught Pokémon.

Frontend Developer, M-Arcade   10th - 14th December 2024
https://m-arcade.vercel.app/
- Developed the **complete frontend** of M-Arcade using React, focusing on a visually engaging user experience.
- Created a 3D hero section with animations and GSAP-powered visuals to enhance interactivity.
- Built **arcade games** and designed a **leaderboard system** for effective user ranking display, ensuring seamless functionality and design.

FullStack Developer, StepCloser   25th - 27th December 2024
https://step-closer.vercel.app/
- Built StepCloser, a **solo MERN stack project** for users to sign up and add goals with public or private visibility built within 48 hours.
- Designed a "Your Goals" page for users to track and mark goals as completed.

FullStack / AI Developer, Blockchain Labs   7th - 28th March 2025
https://blockchainlabs.vercel.app/
- Built and managed the backend for Blockchain Labs, **integrating Gemini AI** for Backend Responses, **Solidity compiler for code validation**, and **Google authentication** for secure access.
- Developed the Solidity Practice Arena, enabling AI-generated coding challenges, **real-time code evaluation**, and progress tracking through a structured **user profile system**.

Achievments

- Secured **2nd place** of **7500 USD** in the **NFT Explorers track** of Archway Hunt-a-thon with the on-chain game PokéArch.
- **Runner-up** with prize of **15k INR** in the Aventus 2.0 Hackathon organized by AIML, Dayananda Sagar College of Engineering, for leveraging open-source games for social impact.
- **Runner-up** with prize of **1500 USD** in the UNFOLD 2024 Telegram-mini-app track of Aptos with the project CryptoPredictz, a prediction app.
- Landed **First Place in Community Rewards** with **500 USDT** in Mantle APAC Hackathon.