Anubhav Jha

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Education

Vellore Institute of Technology — Aug 2023 – May 2027
Bachelor of Technology in Computer Science and Engineering | CGPA - 8.23/10 — *Chennai, TN*

IIT Madras — Sep 2023 – Present
Bachelor of Science in Data Science and Applications | CGPA - 8.76/10 — *Chennai, TN*

DAV Senior Secondary School — Apr 2021 – Mar 2023
CBSE XII - 87.4% | Centum in Computer Science — *Chennai, TN*

Projects

Mystery Maze | *Java, AWT, Swing* — Jun 2024 – Jul 2024
- Built a Java-based desktop puzzle-adventure game with real-time strategy elements
- Implemented AI enemy behavior, bomb mechanics, and destructible maze walls to enhance gameplay
- Designed an algorithm for randomly generated levels combining exploration and problem-solving
- Secured winner position in Game-A-Thon hosted by IIT Madras, organized in partnership with GMonks

Alien Garry | *C#, Unity* — Jun 2023 – Jul 2023
- Developed a 2D platformer in Unity with fast-paced movement and enemy chase mechanics
- Implemented rotating gravity and camera mechanics to simulate movement around a planet
- Added keyboard and joystick controls with automatic PC and mobile device detection
- Designed platforming challenges leading to a spaceship escape with in-game control guidance

Super Mario (Clone) | *C++, SFML* — May 2024 – Jun 2024
- Developed a 2D platformer inspired by Super Mario Bros. using C++ and SFML
- Implemented player movement, jumping, gravity, and collision detection for platform traversal
- Designed dual-collider Goomba mechanics to distinguish stomping from side collisions
- Created animated enemy destruction with floating, flipping, and falling-out scene effects

Project Laser (Clone) | *Python, Pygame* — Jun 2021 – Jul 2021
- Recreated Project Laser's space-themed first stage using Python and Pygame as an infinite runner
- Reconstructed arcade-style sprites and visual assets by analyzing references of the original game
- Implemented player movement, shooting mechanics, enemy interactions, and progressive difficulty
- Built an infinite scoring system with increasing challenge to support replayable high-score gameplay

Technical Skills

Languages: Python, Java, C/C++, C#, Dart, HTML/CSS, JavaScript
Frameworks: Pygame, SFML, React.js, Express.js, Flutter, React Native, LangChain
Tools & Platforms: Git, AWS, Firebase, Unity, Unreal, Bash, Postman
Databases: MongoDB, Mongoose, Redis, MySQL, PostgreSQL, SQLite3, SQLAlchemy

Certifications

- AWS Certified Cloud Practitioner — Jun 2026 – Jun 2029
- Oracle Certified Agentic AI Foundations Associate
- IBM Certified Artificial Intelligence Analyst

Extracurricular

App Developer — Sep 2024 – Apr 2026
Hack Club, VIT — *Chennai, TN*
- Collaborated in a team of 4 to build a cross-platform mobile app using React Native
- Developed an interactive quiz interface where users answer questions to receive location-based hints
- Implemented QR code scanning to progress through real-world checkpoints
- Used React Navigation and state management to enable smooth multi-step user flow