

Aditya Kumar

Linkedin: <https://www.linkedin.com/in/adityakumar5246/>

Github: <https://github.com/realadityakumar>

Email: realadityakumar@icloud.com

Mobile: [+91 9304418209](tel:+919304418209)

SKILLS

- **Languages:** C++, JavaScript, C, PHP, Python, Java
- **Technologies:** NodeJs, ReactJs, ExpressJs, MongoDB, PostgreSQL, NextJs, Tailwind, WebSockets, Typescript
- **Tools/Platforms:** Docker, Git, GitHub, Postman, Linux/Ubuntu, AWS, Azure, Digital Ocean, Kubernetes
- **Soft Skills:** Problem-Solving Skills, Time Management, Team Work, Adaptability

PROJECTS

- Second Brain Web App** | [Github](#) Aug' 25
- Built a full-stack TypeScript "Second Brain" web application with **JWT authentication** and content management using **Express** and **MongoDB**.
 - Developed a responsive React frontend with routed pages, content cards, and a modal-based creation flow, utilising custom hooks for clean and modular data handling.
 - Implemented complete end-to-end integration including backend services, environment configuration, and automated build/start workflows for smooth deployment.
- Tech Stack:** MERN Stack, Typescript.

- UrbanNest: A Property Listing website** | [Github](#) Apr' 25
- Developed a modern and fully responsive real estate listing frontend using **React** and **Tailwind CSS**, achieving a **95%** Lighthouse performance score.
 - Designed and implemented reusable UI components such as dynamic search filters, property galleries, and map-based views to deliver an intuitive browsing experience.
 - Utilised efficient state management to handle complex multi-criteria filtering, enabling significantly faster and smoother property search interactions.
- Tech Stack:** ReactJs, Tailwind

- GestureRun: Hand-Gesture Controlled HTML Game** | [Github](#) Jun' 24
- Built an interactive browser-based game using **HTML**, **JavaScript**, and **MediaPipe** that enables real-time hand-gesture-based controls without traditional input devices.
 - Implemented **MediaPipe** hand-tracking pipelines to detect and process hand landmarks, allowing gestures to trigger in-game movements and actions.
 - Optimised the gameplay experience by ensuring smooth webcam input handling, responsive controls, and a lightweight, fully browser-compatible design.
- Tech Stack:** Javascript, MediaPipe, HTML, CSS

TRAINING

- Hitbullseye (Edtech Company)** Jun' 25 – Jul' 25
- Data Structure and Algorithms in C++
- Undertook a rigorous, industry-oriented training program in C++ data structures and algorithms to build strong problem-solving and optimisation skills.
 - Analysed and optimised 100+ complex algorithmic problems, focusing on improving time and space complexity.
 - Applied advanced data structures like Hash Maps, Heaps, and Tries to solve practical challenges.

CERTIFICATES

- OCI 2025 Certified DevOps Professional | [Oracle](#) Sept' 25
- DSA in C++ | [Hitbullseye](#) May' 25
- Bits and Bites of Computer Networking | [Google](#) Nov' 24
- Responsive Web Design | [FreeCodeCamp](#) Dec' 23
- Full Stack Web Development | [Udemy](#) May' 22

ACHIEVEMENTS

- **LeetCode Activity Milestone:** Nov' 25
Earned 50-Day and 100-Day LeetCode badges for consistent platform activity
- **LeetCode Problem-Solving Achievement:** Jul' 25
Solved 150+ DSA problems and earned 50-Day & 100-Day activity badges for consistent learning.
- **Finalist in LevelSuperMind Hackathon:** Jan' 25
Recognised as a Finalist among 23,000+ Registered Participants

EDUCATION

- Lovely Professional University** Phagwara, Punjab
Bachelor of Technology Aug' 23 – Present
Computer Science and Engineering; CGPA: 7.4
- Himalaya Public School** Patna, Bihar
Intermediate Mar' 21 – May' 23
PCM; Percentage: 67%
- B.D Public School** Patna, Bihar
Matriculation Mar' 20 – May' 21
Percentage: 76.6%