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Github: github.com/sujeeth66

Portfolio: https://sujeeth66.github.io/portfolio_deploy/index.html

Summary

Fresh B.Tech graduate (2026) with hands-on project experience in game development, Flask backends, LLM integration, and embedded hardware. Has built systems end to end, from device or game engine to server and deployment, including a pilot in use at a school.

Education

B.Tech, Holy Mary Institute of Technology and Science, 2026 | GPA: 8.5 / 10.0

Skills

Programming: Python, JavaScript, GDScript, SQL

Web and backend: Flask, REST APIs, HTML, CSS

Databases: MySQL, SQLite, DBMS concepts

Computer science: Data structures and algorithms, object-oriented programming

Tools: Git, GitHub, Godot, LangChain, Groq, Render, Excel

Creative tools: Blender, DaVinci Resolve, Aseprite

Hardware: Raspberry Pi, ESP32, servo motors

Projects

Dynamic RPG Game Framework (B.Tech capstone project) | <https://sujeeth66.itch.io/echoloom>

Godot, Python, Flask, LangChain, Groq, HuggingFace embeddings, vector database | Published on itch.io

- Designed an architecture where an LLM generates schema-constrained JSON for quests, NPCs, items, and maps, which a Godot client parses and runs deterministically. A Flask backend stores past story events in a vector database so later content stays consistent with player choices.
- Implemented procedural map generation, flood-fill loot tiering, and dependency-ordered quest and NPC generation to avoid dangling references; built combat, inventory, and hotbar in Godot.
- Published a playable build on itch.io. Playtested with 5 peers after disclosing unbuilt features; they described the experience as new compared with games they usually play.

Marks Automation Pipeline (pilot in use)

Flask, Render, browser extension, JavaScript, Excel, JSON

- Built a browser extension and a Flask server on Render that extract roster data from a government portal, convert teacher-filled Excel sheets into portal-ready data, and fill marks entries automatically.
- Deployed for a live pilot with a school headmaster, replacing manual searching across subject registers.

3-DOF Robotic Arm (first robot build)

Raspberry Pi 3B+, servo motors, Python, computer vision

- Derived inverse kinematics by hand using the DH parameter method and wrote a custom library converting target coordinates to servo angles; added hand-tracking and gamepad control.

Dynamic Password Generator

ESP32, LCD display, Python

- Built a device that generates a single-use password with a 10-second lifetime, displayed only on its LCD.

Achievements

- Completed a hackathon-cum-course conducted by Magic Bus Foundation through my college.