

# Aryan Baburajan

Backend & Fullstack Engineer

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## Experience

**Ducktape**, creator

- Developed Ducktape — an open source game engine — using C++ and OpenGL.
  - Integrated an ImGui-based Game Editor User Interface, with custom written Entity Component System software architectural pattern, and integrated Native C++ scripting.
  - Collaborated on the open source project with over 10+ contributors.
  - Lead project maintainer for Hacktoberfest 2021 and 2022.
  - Brought together a Discord community of 120+ members and hosted multiple hackathons.
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## Projects

**SerenityOS**, contributor

- Contributed to SerenityOS in the summer.
- Learned about the Unicode system, and integrated unicode character encoding throughout the codebase.
- Ported various applications to their own new GUI Markup Language.

**Mirage**, developer

- Built a personalized version of [producthunt.com](https://producthunt.com) that caters to the user's interests.
- Implemented a user authenticated product dashboard.
- Integrated an email newsletter system to periodically send emails through cron jobs.
- Used Next.js, MongoDB, Kinde, Resend.

**DirectShare**, developer

- Developed a file transfer application.
- Allowed for file transfer between clients from anywhere in the world.
- Used Express.js, Ejs, Netlify.

**Godspeed**, developer (*incomplete*)

- Wrote a file transfer application.

- Used web sockets to connect clients to rooms through which files could be shared.
- Used Express.js, React, Websockets.

### **Burrito**, developer (*incomplete*)

- Built an note taking application that was meant as a mix of Notion and Excalidraw.
- Wrote a canvas system for creating text & images and manipulating their transforms.
- Used Next.js, React.

### **Regina**, developer (*incomplete*)

- My attempt at writing a Brainf\*ck interpreter in pure regex.

### **Dotpfp**, developer

- An implementation of halftone reprographic technique that runs client side.
- Built to provide users a profile picture generator to use for their social media profile - since photoshoots are hard.

### **Emotify**, developer

- Wrote a library that provides developers an API to integrate custom emoticons on their websites.

### **Games**

- Developed several games with the Unity game engine as a part of a lot of hackathons.
  - Learned 3d modelling with Blender
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## **Skills**

- **Languages:** C++, Typescript, Python, JavaScript, C#, Rust
  - **Libraries/Frameworks:** Next.js, Unity3D, OpenGL, Express.js, React, Tauri
  - **Tools/Platforms/Databases:** Git, Node.js, MongoDB, Windows, Linux
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## **Education**

Highschool Computer Science @ Thrissur, Kerala

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