

# Nitya Naman

Engineering imagination, one pixel at a time.

<https://ciderboi.xyz> | <https://github.com/namanyt> | <https://linkedin.com/in/nityanaman> | [me@ciderboi.xyz](mailto:me@ciderboi.xyz)

## Education

### University of Petroleum and Energy Studies

B.Tech. in Computer Science and Engineering (Graphics & Gaming)

CGPA: 8.88

Dehradun, India

2025 - 2029

## Experience

### Full-Stack Developer

Government of Uttarakhand

- Architected and deployed the Official web platform for the 28<sup>th</sup> All India Forst Sports Meet (AIFSM 2025), supporting 3,390+ participants across 42 teams nationwide.
- Built end-to-end event management functionality including participant registration, authentication, event administration, result publication and organizer workflow
- Owned 100% of frontend, backend, database, deployment, and production infrastructure development throughout the project lifecycle

Dehradun, India

Oct 2025 – Nov 2025

### Head of Club (Techformers' Club)

Delhi Public School

- Led technical operations, media production, and event logistics for multiple school-wide initiatives, coordinating photography, videography, livestreaming, and AV systems.
- Design and operated gaming and livestreaming infrastructure for school esports competitions and mentored students for inter-school programming competitions
- Mentored 20+ junior students for inter-house creative competitions, contributing to multiple podium finishes

Jaipur, India

Apr 2023 – Mar 2025

## Skills

<b>Languages:</b>	TypeScript, Python, Java, C, C++, C#, Rust
<b>Frameworks:</b>	React, Next.js, Node.js, Express, Dioxus
<b>Databases:</b>	PostgreSQL, MySQL, MongoDB, Prisma ORM, REST API
<b>Infrastructure:</b>	Linux, Docker, Nginx, SMTP, Grafana, n8n, PM2
<b>Game Dev:</b>	Unity, OpenGL, SFML

## Projects

### Student Project Management Portal (SPM)

Full-Stack Academic Evaluation Platform (2026)

- Designed a highly relational PostgreSQL database acting as a deterministic state machine to handle complex, multi-role RBAC workflows and historical rubric snapshots.
- Built the infrastructure to handle concurrent traffic spikes of minimum 3,000 active students and faculty during live evaluations with debounced, scheduled notification streams.
- Implemented a granular, immutable system-wide audit logging subsystem paired with automated data pipelines to ingest and normalize fragmented institutional data.

### Homelab Infrastructure

Self-hosted servers (2019)

- Built a multi-node bare-metal private cluster managing 30+ containerized services—including automated n8n pipelines, Minio object storage, relational databases, localized Synapse matrix server and a smtp server.
- Engineered full edge-routing via Nginx reverse proxy across Ubuntu Linux environments, maintaining resource allocation and performance tracking to achieve 400+ days of continuous server uptime.

### Fython

Learning / Finance Platform (2026)

- Developed a personal finance management platform featuring transaction ingestion pipelines, automated categorization, anomaly detection, terminal-based analytics dashboard, and desktop GUI support.
- <https://github.com/namanyt/fython>

### tictactoe.c

Learning / Technical Platform (2025)

- Built a modular game engine in C featuring minimax AI, alpha-beta pruning, persistent player statistics, leaderboards, and multi-mode gameplay architecture.

- <https://github.com/namanyt/tictactoe.c>

## todo.rs

Learning (2025)

- Developed a native Rust desktop application with local persistence, file-based storage, and GUI workflows to explore Rust application development.
- <https://github.com/namanyt/todo.rs>

---

## Awards

---

### Koding Books

Educational / Technical Platform (2023)

- Built an online technical resource platform containing 1,000+ curated programming and technology resources with categorization, indexing, and retrieval systems.
- Designed scalable content structures to improve discoverability and support future expansion.
- Received 1st place in a national-level competition for the project.

<https://capitall.ciderboi.xyz>

### Lab of Shadows (LOS)

Educational Serious Game (2024)

- Developed a horror-themed educational science game in Unity (C#), engineering modular state machines for player mechanics and dynamic inventory tracking.
- Designed gameplay systems that mapped scientific concepts directly onto progression mechanics to drive engagement.
- Optimized asset delivery and rendering pipelines for stable performance on low-spec hardware.
- Received 3rd place in a national-level competition for the project.

<https://ciderboi.xyz/extras/los.pdf>

### SpineSync

Wearable Posture Correction System (2024)

- Designed and developed a wearable posture-monitoring prototype using Arduino Nano and flex sensors to detect unhealthy spinal positioning.
- Built a companion Android application in Flutter for monitoring posture data and user feedback workflows.
- Engineered both hardware and software components independently, integrating embedded sensing with mobile application interfaces.
- Received 3rd Place in a national innovation competition, evaluated across both technical implementation and business viability.

**1<sup>st</sup> Place**

GPSC Capitall 2023

**3<sup>rd</sup> Place**

GPSC Capax Infinitem  
2024

**3<sup>rd</sup> Place**

All India Inter-DPS  
Science and Commerce  
Festival