Saiyam Bajpai

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Education

Madhav Institute of Technology and Science, Gwalior — Gwalior, Madhya Pradesh
Bachelor of Technology - B.Tech, Computer Science and Design, Minor in Design — *Aug 2025 – May 2029*

Indian Institute of Technology, Madras — Chennai, Tamil Nadu
Bachelor of Science - BS, Data Science and Applications (REMOTE) — *Aug 2024 – May 2029*

Experience

Python developer intern — January 2026 – February 2026
CodSoft — *Remote*

- Gaining hands-on knowledge by executing assigned technical projects and tasks.
- Applying classroom concepts to practical, project-based work to build a technical foundation in software development.
- Make organized GitHub repositories of the whole internship to understand version control system.

Python developer intern — January 2026 – February 2026
CodeAlpha — *Remote*

- Developed Python scripts using loops, conditionals, functions, and dictionaries
- Implemented file handling and basic automation using regular expressions
- Built console-based projects including a game, chatbot, and data-processing scripts

Projects

3D Maze Game | *C++, SDL2, Computer Graphics, Algorithms, BFS Pathfinding, Git* — April 2026

- fully interactive 3D first-person maze game built entirely from scratch in C++ — no game engine, no shortcuts, no external rendering library..
- The game generates a unique random maze every single run, renders it in real-time 3D perspective, lets you walk through it in first person, and even solves itself automatically using BFS pathfinding .
- It is simultaneously a playable game and a live demonstration of every major topic in the Computer Graphics syllabus .
- This project was built over 5 progressive stages — each one building on the last — exactly like real-world software development. Utilized GitHub for version control.

GestureFlow | *Python, Mediapipe, OpenCV*, Git, WebDev — December 2025 - WEB VERSION in March 2026

- Built a gesture-based control system using Python and libraries : NumPy, MediaPipe, Math, pycaw, screen..brightness..control, and OpenCV.
- Implemented hand gesture recognition to enable scrolling, brightness adjustment, and audio control.
- Version-controlled the project using GitHub, showcasing collaborative development practices and maintaining clean, documented code.
- Designed the system to run locally on Windows, ensuring smooth functionality without external hardware.

Bibliotlek | *Python, SQL, Flask, HTML5, CSS, JavaScript, Git* — 2024 – WEB Version in September 2025

- Developed a database-driven library management application using Python and SQL for efficient book and user record handling.
- Implemented core features such as book issue/return, user registration, and search functionality.
- Extended the project into a web-based version using HTML, CSS, JavaScript, and Flask for improved accessibility.
- Utilized GitHub for version control and project documentation, ensuring maintainability and collaborative development.

Technical Skills

Languages: Python, C/C++, JavaScript, MERN Stack, HTML/CSS, SQL
Frameworks: Python Libraries,React, Node.js, MongoDB, Flask, , WordPress
Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Visual Studio
Libraries: pandas, NumPy, Matplotlib, Mediapipe, OpenCV