

CV (Curriculum vitae)

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About me

I am Pranjal also known as "BIG BEAST ISHANK" on the internet, highly versatile and passionate open-source developer specializing in game and web development, with a strong interest in network security and penetration testing. I am driven to master the complexities of modern technology. Proficient in building dynamic web applications with Next.js and crafting immersive game experiences using Unity and exploring Unreal Engine. I am also dedicated to exploring the intricacies of networking and server administration, with a focus on securing systems and networks. Committed to continuous learning and pushing the boundaries of what's possible, I leverage a diverse skill set to create innovative and impactful projects. Currently diving into AI/ML fundamentals and practicing data structures and algorithms with Rust.

Skills

- **Programming Languages:** Rust, C++, C#, C, Python, HTML, CSS, Sass, JavaScript, TypeScript, Bash, SQL, Markdown
 - **Web Technologies:** Next.JS, React.JS, JavaScript, TypeScript, Framer Motion, Tailwind CSS, Sass, MongoDB
 - **Game Technologies:** C#, C++, Unity, Unreal
 - **Tools:** Git, MongoDB, Anytype, Excalidraw, GitHub, Linux, VSCode, Neovim
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Major Projects

A. Web Projects

1. **bigbeastishank.com** - Some of the versions contain a blog component, and others have alternative styles. Every version has its own branch. Although they all seem very different, they all have the same purpose of showcasing my work.

Technologies: React.js, Next.js, TypeScript, Tailwind CSS, MongoDB

Lesson: I learnt about the beauty of frontend and minor complexity of data

structure & algorithms to sort data from object arrays and find search results. I also implemented a backend with MongoDB to store and display data of my blog subscribers.

Link: <https://github.com/BIGBEASTISHANK/bigbeastishank.com/>

2. **SignifiAI** - An AI-powered translator that converts spoken audio or video input into American Sign Language (ASL) gestures in real-time using deep learning and computer vision, featuring gesture animation, cloud accessibility, and support for multilingual rendering.

Technologies: React.js, Next.js, TypeScript, Tailwind CSS, FastAPI, Faster Whisper, Openrouter AI, Python

Lesson: I won MUJ HackX 3.0 2025 hackathon, Learned how to effectively present a project to judges and mentors, and how to divide the workflow within a team to achieve an optimal and impactful outcome.

Link: <https://github.com/BIGBEASTISHANK/SignifyAI>

Minor Projects

A. Web Projects

1. **Crisis Compass** - AI-powered disaster response coordination system that optimizes rescue operations through ML-based severity prediction, intelligent resource allocation, and real-time multi-agency coordination with a centralized communication section.

Technologies: Next.JS, TypeScript, MongoDB, Tailwind CSS, Python, Flask, RandomForestClassifier

Link: <https://github.com/BIGBEASTISHANK/CrisisCompass>

2. **MUJ Tasks** - A centralized platform for MUJ students to request and receive assistance with assignments, lab manuals & CSE Projects.

Technologies: Next.JS, TypeScript, MongoDB, Tailwind CSS

Link: <https://github.com/BIGBEASTISHANK/MUJTasks>

3. **HackathonPPTSubWeb** - A web app for hackathon PPT submissions. Stores participant details in MongoDB and uploads PPTs to Google Drive.

Technologies: Next.JS, TypeScript, MongoDB, Tailwind CSS

Link: <https://github.com/BIGBEASTISHANK/HackathonPPTSubWeb>

4. **Initial WebSite** - I made this website while I was still learning web development and began experimenting with ReactJS. It taught me different aspect of web development.

Technologies: Python, HTML, CSS, JavaScript, React.js, Bootstrap

Link: <https://github.com/BIGBEASTISHANK/Initial-Websites/>

5. **Cosmic Explorer** - Cosmic Explorer is an elegant, data-rich web dashboard that brings space exploration data to everyone. Whether you're following the path

of the International Space Station, checking Mars weather, tracking potentially hazardous asteroids, or viewing daily space highlights, Cosmic Explorer provides a seamless, real-time gateway to the universe.

Technologies: Next.JS, TypeScript, MongoDB, Tailwind CSS

Link: <https://github.com/BIGBEASTISHANK/CosmicExplorer>

B. Game Projects

1. **Drag Your Tires** - Master precision drifts in this high-speed racing game. Conquer challenging tracks and showcase your skills in style.

Technologies: Unity, C#

Link: <https://github.com/BIGBEASTISHANK/Drag-Your-Tires>

2. **Shimrun Dash** - Game where you have to dodge obstacles at high speed but with some twist. Inspired by the Geometry Dash game.

Technologies: Unity, C#

Link: <https://github.com/BIGBEASTISHANK/Shimrun-Dash>

3. **Sussy Shooter** - Vanquish enemies, discover hidden spots, and reach the final target in this action-packed game with strategic twists.

Technologies: Unity, C#

Link: <https://github.com/BIGBEASTISHANK/Sussy-Shooter>

4. **Beast Race** - Race through thrilling tracks in this car game. Complete the course, and experience the adrenaline of high-speed drive.

Technologies: Unity, C

Link: <https://github.com/BIGBEASTISHANK/Beast-Race>

C. Other Projects

1. **ORGVault** - Secure, cross-platform desktop app for encrypted document storage, sharing, and syncing over LAN with offline access, audit logs, and ransomware protection.

Technologies: RUST, HTML, JavaScript, CSS

Link: <https://github.com/BIGBEASTISHANK/ORGVault>

2. **Passforge** - A secure password manager built in Rust with CLI support, allowing you to store, manage, and generate passwords with encryption.

Technologies: RUST

Link: <https://github.com/BIGBEASTISHANK/Passforge>

3. **Dotfiles/Syscopy** - A script that allows users to copy the dotfiles and software setup from the BIGBEASTISHANK GitHub repository to an Arch Linux system. Quickly replicate his custom system configuration with this easy-to-use setup tool.

Technologies: BASH

Link: <https://github.com/BIGBEASTISHANK/dotfiles>

4. **BBeast Discord Bot** - My discord bot which helps users to get engaged with the platform and it also helps moderator to keep the community safe & well organised.

Technologies: C++, JavaScript, Python

Link: <https://github.com/BIGBEASTISHANK/BBeast-Discord-Bot>

Education

- Currently doing B.Tech in Computer Science Engineering (IoT & IS) from Manipal University Jaipur (2024 – 2028)
 - Completed 12th from LBS Convent, Kota, Rajasthan in year 2024
 - Completed 10th from Open Minds A Birla School, Patna, Bihar in year 2022
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Experience

- Full stack Web Developer (Personal Project / Freelancing) from 2019 - Till date
 - Game Developer with Unity and Unreal Engine (Personal Project) 2020 – 2024
 - Doing basic penetration testing (Personal Project) from 2020 – 2023
 - Server management (Personal Project) from 2023 - Till Date
 - Studying and applying IoT concepts as part of B.Tech course 2024 - Till Date
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Extracurricular

- Junior Working Team of Event's Team in Directorate of Alumni Relations, Manipal University Jaipur Alumni Association (2024): My role was to manage the event flow and to be present while the event was going on to manage any obstacle and solve it as soon as possible.
- Assisted in managing the server during Convocation 2024 at Manipal University Jaipur. My role involved providing real-time updates to the data desk team using information received from graduating students.
- Participated in MUJ HackX2.0 in 2024 reached 2nd round with the idea of Rescue Relay: <https://bigbeastishank.com/blogs/what-was-rescue-relay>
- Finalist at the International Innovation Challenge Hackathon in 2024 with the idea of a spacecraft health monitoring system using Raspberry Pi and sensors to detect the damage and how severe it was. Also the actions to be taken.7
- 4th in Pixel Palettes hackathon in which I created a full stack website on disaster management mainly consisting of Severity prediction with RandomForestClassifier, Smart Resource allocation and Response team

collaboration.

- 3rd in MUJ HackX3.0 (All India Hackathon). Won this hackathon and got paid and a certificate. I made SignifyAI, which converts your speech to ASL, and it was the first commercial prototype.