

Jitesh Saagar

[Email](#) | [LinkedIn](#) | [GitHub](#)

EDUCATION

BTech, Mathematics and Computing

Rajiv Gandhi Institute of Petroleum and Technology

7.11/10

Expected Graduation 2028

TECHNICAL SKILLS

Languages: C, C++, C#, JavaScript, Python, Arduino C/C++

Developer Tools: Git, GitHub, VS Code, Unity Engine, Unreal Engine, Blender, Linux

Frameworks & Libraries: React, React Router, React Query, Node.js

Core Concepts: Algorithms, Data Structures, Object-Oriented Programming, Computer Architecture

Areas of Interest: Software Development, Embedded Systems, Game Development, Competitive Programming, Robotics (ROS2), Systems Programming, Full Stack Development, Generative AI

EXPERIENCE

Research Internship at IIT(BHU) | SumoUnity_TrafficSim_XR

May 2026 - July 2026

Unity & XR Developer Intern

Onsite

- Designed and built an immersive XR traffic simulation environment by integrating SUMO (Simulation of Urban Mobility) with Unity, enabling real-time traffic flow visualization and interactive scenario testing.
- Developed custom C# scripts and communication pipelines to synchronize agent behavior, vehicular dynamics, and spatial analytics within an interactive XR interface.
- Exposure:** XR/VR development, Unity engine, C# scripting, SUMO traffic simulator, spatial computing, real-time data integration, and traffic flow optimization.

PROJECTS

Adopt Me | React Js

January 2026

- Built a responsive single-page pet adoption application in React, implementing client-side routing across the search, results, and detail views using React Router v6 for smooth in-app navigation.
- Integrated TanStack React Query for efficient API data fetching, caching, and loading/error state management, reducing redundant network calls and improving overall app performance for pet listing data.
- Configured the project with Vite for fast builds and hot module reloading, and enforced code quality using ESLint and Prettier. Deployed live via Netlify.
- Exposure:** React, React Router, React Query, Vite, ESLint, REST APIs, Client-Side Routing.

Cherry Run | Single-Player Multi-Level Unity Game

November 2025

- Developed a multi-level 2D game in Unity using C#, with custom character controls and collision handling.
- Designed progressive difficulty scaling and scene transitions across levels for consistent player engagement.
- Integrated a mobile ad SDK for in-game monetization without disrupting gameplay flow.
- Exposure:** Unity Engine, C# Scripting, 2D Physics, Scene Management, Ad SDK Integration.

PassPro | Password Manager (C++)

September 2025

- Designed and developed a command-line password manager in C++ using Object-Oriented Programming principles to model users, credentials, and storage operations as separate classes.
- Implemented secure credential storage and retrieval using file-based persistence via `fstream`, along with a strong password generator for creating randomized, high-entropy passwords.
- Exposure:** Object-Oriented Programming in C++, file I/O, command-line application design, and basic security principles.

ACHIEVEMENTS & EXTRACURRICULAR

- Qualified **JEE Advanced 2024**, India's toughest engineering entrance examination.
- Pupil at CodeForces** | Max Rating: **1250** | Solved **200+** questions on **Leetcode**
- Joint General Secretary, Science & Technology Council, RGIPT.** Led event planning, team coordination, and execution for institute-wide technical events, significantly boosting overall growth for the council.
- Winner, Line Follower** (16.5 seconds), **Wall Maze Solver** (1.49 minutes) & **Line Maze Solver** (38 seconds) competitions in Urja Sangam 2025.