

JAYYANT JAJU

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EDUCATION

Manipal Institute of Technology
B.Tech in Computer Science and Engineering
(spec. Cyber Security)

2023 - 2027 | Bengaluru, India

SKILLS

Technical: Python, HTML, CSS, JavaScript, C++, C, Linux, git, React

CyberSecurity: NMap, Wireshark, Intrusion Detection, Cipher Algorithms, RSA, AES-DES

Software: Adobe Photoshop, Adobe Premiere Pro, Aseprite

Game Engines: Godot, Unreal Engine

COURSEWORK

Data Structures & Algorithms
Object-Oriented Programming
Database Management Systems
Design & Analysis of Algorithms
Advanced Cryptography
Cyber Security & Forensics
Number Theory & Cryptography

LINKS

[Github://jayyant](https://github.com/jayyant)

[Itch://juffydev](https://itch.io/u/juffydev)

[LinkedIn://jayyantjaju](https://www.linkedin.com/in/jayyantjaju)

[Leetcode://scuffyD](https://leetcode.com/scuffyD)

CLUBS & ACTIVITIES

Part of the Organizing Committee for 'Falak', MIT's yearly cultural fest

PROJECTS

Encryption Checker

[\[project link\]](#)

- Forked and extended an open source React/Node.js chat app with LAN hosting support and cross-subnet connectivity fixes.
- Implemented RSA + AES-CBC hybrid end-to-end encryption so messages are unreadable in transit.
- Built a standalone browser-based tool to audit whether a chat server's traffic is encrypted or plaintext, and validated with Wireshark.

Tech stack: JavaScript, React, Node.js, Socket.IO, node-forge, Wireshark

Network Vulnerability Scanner Dashboard

- Developed a Python-based network security assessment tool that automated host discovery, port scanning, service enumeration, and vulnerability identification using Nmap and public CVE databases.
- Built a Flask-based dashboard to visualize security findings, prioritize risks, and generate reports for vulnerability management and remediation.

Tech stack: Python, Nmap, Flask, SQLite, Linux, NVD API

EXPERIENCE

AiCade | JS Developer, AI Game Developer Internship

Jun '25 - Sep '25 | Bangalore, India

[\[Internship certificate\]](#)

- Developed modular 2D browser games in **JavaScript**, creating reusable gameplay systems, UI components, and optimized assets to support rapid prototyping and maintainable codebases.
- Collaborated with a team to conduct playtesting, A/B testing, and iterative improvements while following standardized development practices to enhance gameplay balance, user experience, and AI-editable game structures.

Tech stack: JavaScript, HTML5, Adobe Photoshop, Aseprite

ExcitingLives.com | Graphic Design, UI/UX Design Internship

Jun '24 - Jul '24 | New Delhi, India

[\[Internship certificate\]](#)

- Generated engaging and visually appealing Instagram posts for social media marketing
- Delivered clear, actionable UI/UX feedback to improve the overall website experience
- Utilized **Figma** for webpage design and prototyping
- Collaborated on visual assets using Adobe Photoshop

Tech stack: Figma, Adobe Photoshop

CERTIFICATIONS

Web Development Fundamentals - IBM SkillsBuild