ADITYA RATAN ANAND

github.com/4dityaratan

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₹ TECHNICAL SKILLS

- >> C, C++ libraries, Python, JavaScript.
- >> Basic HTML, CSS and Bootstrap.
- >> Game Development
- >> Known tools-Unity, Blender 3D(Modeling), BuildBox , Adobe Photoshop, Autodesk Maya(Hard Surface Modelling and Animation), Unreal Engine 4
- >> Graphic Designer



PERSONAL PROFILE

Date of Birth : 01-10-2000

Nationality : Indian

Known Languages: English, Hindi



EDUCATION

Maulana Azad National Institute of Technology

Computer Science CGPA-7.25

St. Joseph's School Shaktinagar

Class 12th Percentage-78.8

St. Joseph's School Shaktinagar

Class-10 CGPA-9.6



PROJECTS

SOLAR SYSTEM :: Unity Game Engine, OOP in C#.

ROLLER MADDNESS :: Unity Game Engine, OOP in C#.

BOX SHOOTER:: Unity Game Engine, OOP in C#.

PATATAP CLONE :: JavaScript, Html 5, Css 3.

TODO LIST :: JavaScript, Html 5, Css 3.

ANALOG CLOCK :: JavaScript, Html 5, Css 3.

THE DICE GAME :: JavaScript, Html 5, Css 3.

CUSTOM AUDIO PLAYER :: JavaScript, Html 5, Css 3.



ACHIEVEMENTS & CERTIFICATES

Introduction to Python

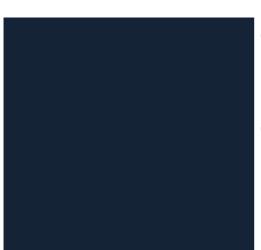
Learn to make a 3D Platformer Game in Unity

Design Thinking for Innovation

Entrepreneurship Specialization by University of Pennsylvania

The Web Developer Bootcamp

The Complete JavaScript Course 2018 Build Real Projects





PERSONAL STRENGTHS

Hardworking, Time Management, Quick Learner, Leadership, Prioritizing Task, Strong Work Ethic.



ACTIVITIES

Football, Table Tennis, Badminton.