

AKSHOBHYA SHUKLA

[Phone](#)[E-Mail](#)[Linkedin](#)[Github](#)[Portfolio](#)

About

Hello, I am Akshobhya Shukla, a final year engineering undergrad student, zealous about new advancements in technology. I am keen to learn about new things and always try to apply myself in order to give out/produce something unique.

Education

Pandit Deendayal Energy University

2021 – 2025*Bachelor of Engineering in Information And Communication Technology**9.77 CGPA*

Bright Day School

2006 – 2020*High School Diploma**94.20%*

Experience

Novus Ark

June 2024–August 2024*Game Developer Intern**Vadodara, Gujarat*

- Successfully completed three game development projects throughout the course of the internship.
- Used Unity 3D as the primary software for game development, and Microsoft Visual Studio for C# programming.
- Used Microsoft PowerPoint Presentation, Blender, Adobe Illustrator and Adobe Photoshop to create and design game assets.

Divyaroshni Foundation

June 2022*Intern**Vadodara, Gujarat*

- Helped in daily routine processes of the foundation, taught underprivileged children, provided them meals, participated in donations, etc. throughout the course of internship.

Projects

Beach Volley | [Play Store Link](#)

- Created a fun, low-poly style, 3D beach volleyball game, with the twist that the players play as softbody ducks.
- Implemented v/s Computer mode, and will soon implement multiplayer mode too.
- I created this game as one of the projects during my last internship.

Space Battle

- Space Battle is a 2D hyper casual strategy game where players must take any and all measures possible in order to secure their planet (/base).
- Developed as one of the projects in my last internship, the overall look and feel of this game is inspired by retrofuturism.

Block Puzzle

- Developed a hypercasual 2D block game, where players place blocks of varied sizes on the grid and score points upon certain combinations.
- This game was also developed as a project in my last internship.

Ramp Mayhem | [Play Store Link](#)

- Developed Ramp Mayhem, a 3-D unity based android game.
- Published under my studio, Gatsby Game Studios.
- Built using Unity 3D and C# over a span of 1.5 - 2 months.

Tic Tac Toe |  [GitHub](#) |  [Link](#)

- Used HTML, CSS and JS to realize.
- Developed logic for v/s Computer-AI opponent.

Durdle - A Wordle clone |  [GitHub](#) |  [Link](#)

- Emulated Wordle-NY Times' popular word game, using HTML, CSS and JS.

Python Paper Scissor |  [Github](#)

- Created a Rock, Paper, Pencil, Scissor game with the twist that your opponent is AI.
- Used Tensorflow Image detection library for image recognition.
- Used custom-tkinter for UI designing in Python.

Red Chase

- Red Chase is a practice game project of mine, a 2-D unity platformer.

Save Ducky

- Save Ducky, my first unity game project , inspired by a classic game called flappy bird.

Triple Band Planar Monopole Antenna using SLR

- Simulated a compact triple band planar monopole antenna using Ansys HFSS.
- The antenna, using a SLR (single loop resonator), is integrated with the monopole to produce resonance at different frequencies.
- The antenna, being triple band resonant, yields minimum attenuation at following three UWB frequencies: 2.4075 GHz, 3.81 GHz, 5.24GHz.

Aryabhata Microprocessor

- Aryabhata is a 16-bit microprocessor designed to perform basic micro-operations and tasks.
- Developed using Logisim Evolution software.

Technical Skills

Programming Languages: C++, Java, Python, C, C#, HTML/CSS, JavaScript, SQL, MATLAB, Verilog-HDL

Developer Tools: VS Code, Eclipse, Unity, MATLAB-Simulink, GitHub, Jupyter, VS C++, Wireshark, Proteus, Ansys, Arduino, Docker, Blender

Platforms/Technologies: AWS, Google Colab, MongoDB, MySQL, Tensorflow, scikit-learn, Atmel AVR architecture

Leadership / Extracurricular

Video-Graphics Association-VGA

Creative Head

- Handled and envisaged events of the club, including short-films, etc.
- Directed three shorts-films on varied topics, and falling in different genre.

PDEU

July, 2023 - May, 2024