Arpit Mahala

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Education

Jawaharlal Nehru University   September, 2023 – July, 2027
Bachelor of Technology in Computer Science and Engineering, CGPA: 7.19/9   *New Delhi, Delhi*

Matrix Sen. Sec. School   2023
12th (PCMB), Percentage: 87.4%   *Sikar, Rajasthan*

Gurukul International School   2021
10th, Percentage: 92.4%   *Sikar, Rajasthan*

Skills

Languages: C, C++, C#, Java

Tec. stack: Unity, Blender, Visual Studio, Canva, IntelliJ IDEA

Developer Tools: GitHub, Figma

Soft Skills: Communication, Teamwork, Leadership

Operating System: Windows

Experience

Intern - Social Media Management | *LinkedIn, Glassdoor, Notion*   March- April'2024

- *Managed and optimized a client's professional online presence across LinkedIn and Glassdoor.*
- *Organized a process re-engineering project to improve and consolidate end-to-end service processes; restructured communication flow among 10 departments and cut down paperwork by 75%.*
- Customized Noion to facilitate project management and improve organization; established workflows that resulted in the successful completion of 12 high-priority projects within tighter deadlines, enhancing overall team efficiency.

Achievements

- 500+ LinkedIn connections.
- Earned the prestigious Reliance Scholarship by clearing a competitive national-level exam, securing a spot among the **top 5,000 undergraduate students across India.**

Projects

Bank Management System | *IntelliJ IDEA, Java, MySQL*   December, 2024

- Engineered a **comprehensive banking application** with **10+ core financial functions**, leveraging Java and MySQL.
- Developed an **intuitive, user-friendly window-based interface**, reducing transaction processing time by **35%**.
- Created and optimized a **normalized database schema in MySQL**, improving data retrieval efficiency by **40%** and reducing storage redundancy by **30%**.

Space Shooter | *Uniy3D, C#, Blender, Canva*   January, 2025

- Build a **3D multiplayer spaceship fighting simulator game** from scratch using **Unity 3D, Blender, C#, and Canva.**
- Created an immersive gameplay environment by designing interactive missions within the spaceship simulator; directly addressed player feedback to resolve three major causes of crashes while optimizing overall playability.
- Integrated **multiplayer functionality** for real-time battles against other players.
- Designed and modelled spaceships and environments using Blender.
- Implemented **responsive controller support**, improving player response time by **20%**.
- Evolved intricate player interaction models that allowed for seamless ingame communication and collaboration, directly contributing to a **40% increase** in cooperative gameplay sessions among players.
- Produced detailed wireframes and prototypes using Figma before development phases began, yielding clear communication among team members which accelerated project timelines by an average of two weeks per iteration cycle.

Positions of Responsibility

Game Development Lead | Ephirium, SoE, JNU   September, 2024 – Present

- Event: Inter college esports tournament 2024 with about 100 participants.
- Event: My 3D multiplayer spaceship shooter game was showcased at my college's largest annual event, where it was played by approximately 200 attendees, providing valuable playtesting and feedback.