

EDUCATIONAL QUALIFICATIONS

Course	Year	College/ Institution	Result
BA Economics	2019-2022	Azim Premji University, Bangalore	8 GPA
CBSE (Class XII)	2018-2019	Heritage Xperiential Learning School	95%
CBSE (Class X)	2016-2017	Heritage Xperiential Learning School	8 GPA

SKILLS

Adept: Unreal Engine | Unity | SFML | C++/C# | Object oriented Programming | Design Patterns | Version Control
Intermediate: DSA | APIs | Editor Tooling (Game Engines) | 3JS | WebGL
Beginner: Shader Programming | Multiplayer | Html | CSS | JavaScript | Tailwind | Blender | Figma | R | Python | React

WORK EXPERIENCE

SUBJECT MATTER EXPERT || GAME DEVELOPMENT & COURSE DESIGN || OUTSCAL

FEB 2024 - PRESENT

[Outscal](#) - EdTech Startup

- **Designed DSA and C++ courses** (The student learns by developing games)
- **Developed:** Space Invaders, Spider Solitaire, Pong, Sorting & Searching Visualizer, Snake, Sudoku, etc - **In Unity & SFML**
- **Quality Checked existing projects** for architecture and best practices & **Refactored the code** if they did not reach the mark.
- **Reviewed & Edited content creation.**
- **Managed and taught a team of 2 interns.**

PROGRAMMER || GAME DEVELOPMENT || LUMINARY GAME LABS

MAY 2022-FEB 2024

[Luminary Game Labs](#) - Game Studio

- Progressed from Intern to Junior Programmer to Programmer in a year.
- **Utilized Unreal Engine and C++** for three distinct projects.
- **Utilized GAS** (Gameplay Ability System). **Implemented AI** features.
- **Created Editor Tools** and **Integrated Client APIs.**

PROGRAMMER || GAME DEVELOPMENT & PROJECT MANAGEMENT || TRIPPY BUG

APRIL 2023- AUGUST 2023

[Trippy Bug](#)

- Served as a **Game Development Consultant and Developer.**
- **Liaised with clients** to understand project requirements & **hired required personnel for development.**
- **Developed game prototypes in Unity.**

INTERNSHIPS & VOLUNTEER WORK

INTERN || DATA SCIENCE || LIB TECH

JULY 2021-SEPTEMBER 2021

LibTech - Worked on information dissemination for MGNREGA under their Fellowship to Improve National Schemes

VOLUNTEER || OUTREACH, DOCUMENTATION || JHARCONNECT

JULY 2020-SEPTEMBER 2020

Jharconnect - Documented worker needs during the pandemic and assisted in applying for entitlements under MGNREGA & PDS.

VOLUNTEER || TEACHING, DATA COMPILATION || PRACHEYSTA EK PRAYAS

JULY 2017-MARCH 2019

Pracheysta Ek Prayas - Tutored underprivileged children, created a student database, and helped manage events.

PROJECTS

Find all the rest of my projects and project details on my [Interactive portfolio website](#).

- **Realistic roulette** : UE4, API integration, C++, Editor Tools, UI, State Machine
- **Tower Defence** : UE4, AI behaviour, C++, Asset Management system.
- **Multiplayer Lobby Plugin:** UE5, Networkings, Steam integration.
- **Spider Solitaire:** SFML, C++, Service Locator, Command Pattern, MVC