YASHASVI CHOPRA

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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

INTERNSHIPS AND WORK EXPERIENCE

SME|| GAME DEV, C++, OOPS, DSA, QA, DESIGN PATTERNS || OUTSCAL   FEB 2024 - NOW

Outscal is an EdTech startup aiming to create quality Game Developers world wide that learn through a practical approach. They also run a jobs platform for the Gaming Industry.

- I have been working with them since Feb as a Game Dev and a C++ Subject Matter Expert. I helped design many of the DSA and C++ courses, designed the material, and worked on the games that the students are taught to create like Spider Solitaire, Pong, Snake, Asteroids, Space Invaders, etc. Created and checked games for quality in both Unity and SFML(C++ library).

PROGRAMMER|| GAME PROGRAMMING USING UNREAL ENGINE (C++ & BLUEPRINTS) || LUMINARY GAME LABS
MAY 2022-FEB 2024

Luminary Game Labs is a relatively new game development company specializing in retail data driven realistic 3D games like Roulette, Horse racing, and so on. They also aim to release their own games.

- I started as an intern and got promoted to a juinor programmer after 4 months, and to a programmer 6 months after that. Used Unreal Engine as my tool and C++ as the language to work on three different projects. Adept at both blueprints and C++. Worked using GAS and experienced with AI. Base Knowledge of Blender and shader development helped. I also had to create editor tools and integrate client API's into the games.

PROGRAMMER|| DATA ANALYSIS AND GAME PROGRAMMING USING C# || TRIPPY
BUG   APRIL 2023- AUGUST 2023

Trippy Bug is an Ad agency which is working on expanding into the entertainment industry and game design.

- I worked as their Game Dev Consultant and their Game Dev. My work includes talking to the clients, understanding their needs, hiring artists and any other personnel, making the game prototypes in unity while communicating with the other departments.

INTERN || RESEARCH WORK, DATA COMPILATION|| LIB TECH   JULY 2021-SEPTEMBER 2021

LibTech is Liberation Technology, a.k.a LibTech India is a team of engineers, social workers, and social scientists who, inspired by the Right to Information movement and the idea of social audits, focus on various aspects of improving transparency, accountability, and democratic engagement in rural public services delivery.

- Interned with them for two months. Working under their FINS (Fellowship to improve National Schemes). I worked on information dissemination and other work mostly related to MGNREGA.

VOLUNTEER || OUTREACH, DOCUMENTATION|| JHARCONNECT   JULY 2020-SEPTEMBER 2020

Jharconnect is an action-research project of Azim Premji University. They are a group of volunteers working to support people in rural areas of Jharkhand get access to entitlements get access to entitlements such as food under the NFSA, incomes under the various pension schemes, and work and payments under the MGNREGA.

- Worked on documenting worker needs during the pandemic as well as assisting them in applying for their entitlements mostly under MGNREGA and PDS.

WORK EXPERIENCE || TEACHING, DATA COMPILATION|| PRACHEYSTA EK PRAYAS   JULY 2017-MARCH 2019

Pracheysta Ek Prayas, is an organization based in Gurgaon which works as an intermediary school for underprivileged kids and aims to provide them with enough education to get them accepted into proper educational institutions. It also it ries to make sure that the students get the assistance they need to keep studying.

- Worked with them for two years. Tutored students and helped create a small database for the students. Helped with managing events as well.

SKILLS

- UnrealEngine- (GAS, AI, Animation, Shaders, and Network Replication)
- Unity 3D and 2D
- SourceTree, BitBucker, and GitHub.
- Photoshop, Figma, and Canva
- C++/C#
- Singleton, service locator, Observer, MVC, MVVM, Object pooling, state machine, command pattern, Flyweight, Factory.
- Multiplayer experience. (SFML, Unity, Unreal Engine)
- Javascript, html , css. (Basic Web Dev)
- Basic 3D Modeling in Blender
- Fluent in English and Hindi
- Comfortable with R and Stata
- Basic Pixel Art

PROJECTS

The link to my GitHub, LinkedIn, and Itch.io is below.

https://peanutman666.itch.io/
https://www.linkedin.com/in/yashasvi-chopra-b0b615188/
https://github.com/BBBomber