

# SRIVASTAVA PRAKHAR SUNIL

B.Tech. Chemical Engineering  
UG(III Year I Semester)  
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Registration No: B.Tech./CH/18112078/2021

Indian Institute of  
Technology  
Roorkee



## Education

Year	Degree/Examination	Institution/Board	CGPA/Percentage
2020	B.Tech. 2nd Year	Indian Institute of Technology, Roorkee	5.708
2018	Twelfth	Children's Sr. Secondary school, Kota	75.6 %
2016	Tenth	Modi School, Rajkot	10.0

## Internships

### Motion Designer | Farmako

5th April 2019-4th May 2019

- Worked in a Start-up by one of the IIT Roorkee alum for creating an explanatory video for their start up
- Learned new applications of After Effects, illustrator, about preferences of Clients

### 3D artist and developer | Parallel Connect

3rd March 2020 - 2nd April 2020

- Worked for a start-up named Parallel Connect working to develop IOT based hotels
- Made Stylized models for Hotel rooms and with control for various light and day-night cycle in unity

## Projects

### Animated video of Virtual IIT Roorkee | IIT Roorkee

Jan 2019 - March 2019.

- Worked and learned as a part of team developing virtual IITR , animation video
- This video represented Design Studio in Shrishti 2019 and was shared from the facebook page of respectable Director himself .
- Video was based on stylized buildings of campus

### Game making library and tool, integrated 2d physics | IIT Roorkee

December 2019 - March 2020.

- This Project is a self made easy to use Game Development library based on SFML framework which can be used to make 3D games using C++ . It also has an integrated 2d physics for platformers
- A basic Game making tool/software is created using this library which was made on TGUI

### SFML Bases procedural game | IIT Roorkee

Aug 2019 - Oct 2019.

- Game is a procedural level-maze generating, programmed in c++ based on SFML framework
- This is dungeon crawler RPG which is inspired from rogue like theme

### Unity based low poly high speed Open world game | IIT Roorkee

Jan 2020 - Feb 2020

- A game developed for android which was highly optimized to perform at full fps in android devices
- An open world game running at full fps limit of 30 on android devices
- The computer based version gave an output of 150-200 fps

## Awards / Scholarships / Academic Achievements

- Awarded KVPY(Kishore Vaigyanik Protsahan Yojna) fellowship

## Skills

Computer languages	C/C++, Javascript
Software Packages	Git ,Clion,Visual Studio,Blender,Unity,Photoshop,Illustrator,Cinema4D,After-Effects,Bootstrap Studio.
Additional Courses Taken	Economics
Languages Known	Gujarati (SRW) , Hindi (SR) , English (SRW)

## Positions of Responsibility & Extra Curriculars

### Executive Designer | Design Studio | IIT Roorkee

May 2019 - May 2020.

- Learned and Promoted 3D art and Game-Dev in the campus .
- Worked for various startups in Relation with IIT Roorkee

### Class representative | Chemical Branch |IIT Roorkee

Aug. 2018- July.2019

- Represented my class in various Events and Meetings.
- Represented chemical 1st year in Chemical Engineering Students Society(CHESS)
- Attended various Discussions Regarding courses and class conduction methods

### Executive Member | Dramatics Section | IIT Roorkee

Autumn 2018-present

- Acted in semester stage play - ""MUAVZE"" by Bhisham Sahni.
- Contributed as a non-cast and organized several plays performances on campus
- Promotion of Performing Arts - As a part of the section was also the part of various workshops organized by the section.
- Tackled various Technical Difficulties

### Participant of inter-IIT cultural meet with Dramatics section

Dec 2018

- Participated as a cast member of street play ""Zimmedaar Kaun"" in INTER IIT CULTURAL MEET - 2018
- Promotion of Performing Arts - As a part of the section was also the part of various workshops organized by the section
- Bagged overall 2nd position representing IIT Roorkee in Inter-IIT Cultural Meet held at IIT Roorkee(2018)