KARAN BATRA

MALE , 21

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SOCIALS

https://github.com/C19H3R

https://www.linkedin.com/in/karan-batra-059413178/

SKILLS

- C#
- Unity 3D
- Data Structures
- OOPS
- JavaScript
- ReactJs
- HTML / CSS
- Git / GitHub
- SQL
- C++ (OpenGL)

EDUACATION

- BE CSE
  - Chitkara University,PB
  - 2018-present(2022)
  - 9.12
- 10+2
  - SGGS 35,Chandigarh
  - 2016-2018
  - 76%(CBSE)
- 10(Metric)
  - St. Stephens School,Chd.
  - 86%(ICSE)

CO-CURRICULAR ACTIVITIES

- E-Cell (Chitkara Executive)
- Played & Won Various Esports Tournaments
- ACM Flutter Team
- Played various Cricket Tournaments

WORK EXPERIENCE

Persistent Systems
SDE Intern | jan 2022 - Present
- Got SDE training for Git , SQL , oops, Java and Javascript and Angular

XR Developer
Cynergi Healthcare | USA | Remote | July 2021-Sept
- Worked on the development of a VR experience that would aid in the treatment of patients.

Game Software Developer(intern)
Bone Game Studio | March 2021 to May 2021
- Developed a hyper-casual game using unity & C#
- Used Various OOPS principles and design patterns
- Used practices specific to Game Dev(Object Pooling , Game Manager Etc)

PROJECTS AND HACKATHONS

Road To Web 3 - Ethereum Hackathon
React Js | Feb 2022
- Participated and won a total prize of 4000$ with the team "PolyBingo"
- PolyBingo : a game like tambola/lotto/bingo but deployed on the blockchain
- Did the game logic implementation
- Designed and made the UI part of the game
- Project Showcase : Here

AR Doodle App
Unity 3D
- An AR app to doddle in real-life spacing through the Phones camera using AR
- Used Various OOPS Principle and Design Patterns

AR VOXEL GAME
Unity 3D
- An AR game consisting of a voxel editor made with Unity 3D and C#
- Used Various OOPS Principle and Design Patterns

& Many More...
here: Github Repositories
here: Portfolio Website

CERTIFICATIONS

- JavaScript @LinkedIn Badge
- React JS @Erginous Technologies
- Introduction To Game Development @Coursera
- 30 Days of GCP @QwickLabs