



Gameplay Programmer proficient in C# and C++ with strong knowledge of unity game engine.

- Advanced proficiency in Virtual Reality (Google Cardboard).
- Intermediate proficiency in Augmented Reality (Vuforia and AR Foundation).

## Skills Summary

Unity3D, C++, C#, Augmented Reality, Virtual Reality, Game Development

## Relevant Experience

MAY 2020 – JULY 2020

**Gameplay Programmer Intern | HoVAR Labs, Noida**

-programmed hypercasual games for mobile and web

## Education

JULY 2017- JULY 2021 (ONGOING)

**Bachelor of Technology, Computer Science Engineering**

Jaypee Institute of Information Technology, Noida, UP

## Projects

APR 2020-MAY 2020

**Pinultimate**

Web shooting game. Published on itch.io

JUL 2019- APR 2020

**PhobiaVR**

Treatment of Phobias using VR Exposure Therapy

JUNE 2019-JAN 2020

**WeCare- Mental Health Suite**

AR & VR mobile app for people with mental health issues such as anxiety and depression.

SEPT 2019-OCT 2019

**Swacchh+ Waste Management in Hospitals**

Hospital Waste Management app to ensure correct disposal of hospital wastes.

FEB 2019-MAY 2020

**Future Genarali Life Insurance**

Mobile app for Future Genarali to revolutionise their life insurance business model.

## Honors and Awards

- Singapore India Hackathon Finalist 2019
- Winner of Smart India Hackathon 2019, Hack InIT 2019, Hack VSIT 2019, Hack UPES 2019 and CFT-Hacks 2019