

BEDAPRAKASH SAIDARSAN SAHOO

Game Developer, Python Developer

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Linkedin | **GitHub**

EDUCATION

- **Carmel English Medium School** Jatni, Odisha, India
Matriculation (CBSE) Apr/2019
- **Prananath Autonomous Higher Secondary School** Khordha, Odisha, India
Higer Secondary Education (CHSE) Sept/2019 - Sept/2021
- **Lakshya Institute of Technology** Bhubaneswar, Odisha, India
Bachelor's Computer Application (BCA) Oct/2021 - Oct/2024

CARRIER OBJECTIVES

I am enthusiast to learn new technologies and implementing it, so my objective is to learn different technologies related to game development and related to AIML and metaverse by doing some work under any well organised enterprise.

EXPERIENCE

- **Youth India E-School | Teaching Intern** Bhubaneswar, Odisha (Remote) | Jan 2022 - Apr 2022
- **Saarthi Tech Pro | Teaching Intern** Remote | Jan 2022 - Jan 2022
- **Live Deftsoft Informatics | Tr.Unity GameDev** Mohali, Punjab(On-Site) | Mar 2023 - May 2023

SKILLS

Programming Languages: C++, Python, C, HTML, CSS, Shell Scripting
Tools / Platforms: Unity3d, Blender, Ursina, Photon Engine, Tkinter, Numpy, Pandas, Matplotlib

PROJECTS / OPEN-SOURCE

Windows Navigator | Link *Python-TK, Pillow, Web_browser, Os, Wikipedia*

- A simple GUI application using python tkinter using different libraries which enables usage of most frequent applications easy.

Windows Wikipedia | Link *Python-TK, Wikipedia*

- A simple GUI application using python tkinter which provides an interface to search summary of any topic through windows application.

Windows Notepad Replica | Link *Python-TK, OS, Tkterminal*

- A simple replica GUI application of windows notepad. Just added embedded inbuilt terminal in it.

DT_FILE | Link *Python-TK, CSV*

- A simple GUI application using python tkinter makes the data entry job so easy which appends, inserts data to a csv file.

Bhaukaal(A realtime TDM game) | Link.NET 4.0, Unity3d, Animations, Cartesian coordinates, Vector3, PhotonPun2

- A realtime multiplayer shooting game where we can create room and we can join room and we can choose how many players we want in one room, maximum 16 players can be joined in one room.
- Here in the gameplay we have shooting option, healthbar, scoreboard, JUMPnGLIDE and landing options. Here I used postprocessing to give a better realistic look.

Shot projectile | Link *.NET 2.0, Unity3d, Blender, Animations, Collision3d, Box collider, Cartesian coordinates, Vector3, DMS, Android SDK, Android NDK19, JDK, Physics*

- A simple game which is mainly based on physics properties like centrifugal force.

Knife Hit | Link *.NET 2.0, Unity3d, Blender, Animations, Collision3d, Box collider, Cartesian coordinates, Vector3, DMS, Android SDK, Android NDK19, JDK*

- A simple replica of knife out game only for android users.

Calculator _GTK | Link *Data structures, C, GTK3, Glade interface*

- A simple calculator using Gtk glade interface and C as programming language and stack data structure is used for evaluation.

Cardinal _Shot | Link *Unity2D, Canvas, UiElementes, DMS, DSA(linear and non linear)*

- This is a simple 2d game where the challenge for the player is to activate the red path finding the best cardinal way to kill the enemy AI. And enemy also will be activating a cyan color path which will be challenging for the player to dodge or to be in the safe zone.
- Here I used graph data structure to get the shortest path used queue to keep the upcoming shapes in queue and then release it in next mode.
- Here I used stack data structure too in some case we needed.
- Most importantly this project is made within 24 hours and this project is made in 24 hours as challenge for me to do development continuously for 1 day without taking rest or taking minimal rest to push my ability.

Cats _N _Dogs | Link *Unity2D, Canvas, UiElementes, DMS, DSA*

- This is a 2d turn based game that is something similar to the battleship game.
- In this game I have added 3 types of game mode that are: - Player vs Computer, Player vs Player and Realtime Online Multiplayer too(Under Progress).
- The game is simple to play that is the players have to hide there cats and dogs in some positions of in the grid and the enemy player have to guess the exact position of the player.
- I will suggest to play the Player versus Player mode with your local offline friends and have fun and AI will be completly become smart in future also multiplayer will also be implemented very soon.

Color _Bump | Link *Unity3D, Canvas, UiElementes, Google AdMob*

- This is simple dodging game that is replica of Color Bump game.
- This game has a simple aim and simple rule that is to move the ball and control it to make it reach to the destination without getting collided with other color objects.
- This game is created within 48 hours but not continuous like Cardinal _Shot game.

AIML _Prediction _Model | Link *Python3, Pandas, Numpy, SKlearn, tkinter*

- This is a simple prediction model that is created using python3, tkinter, sklearn, pandas, numpy and some machine learning algorithm like KNN algorithm and Random Forest algorithm.

- This is created like it will be able to predict any numerical column of an imported dataset.
- Its is created at that time while I was learning the AI,ML and Data Science for the very first time.

Sudoku _ Game | Link

Unit2d, Data Structures, Json, Post Processing

- This is a simple game that is replica of Sudoku game.
- Here I have implemented the save and load system using json.
- Here I have implemented a inicator system that used to indicate the light in red, green and blue that if all the positions of a number is filled in the correct position then the number indicator will show green. And if a number is misplaced then the number indicator will become red. Whereas bydefault it is blue in color.

CERTIFICATIONS

- Python for Machine Learning - **Great Learning**
- Unity 101 - Game Development Foundations - **Zenva**
- Linux Kernel Driver Development - **Udemy**
- Basics of python programming - **Open Weaver**
- Introduction to R - **Great Learning**
- Data Science, Machine Learning and AI using python - **Diginique Techlabs**

HOBBIES

- My hobbies are to spend my unproductive time in experimenting with any game or developing game.
- Challenging myself to push my limits to make me eligible for anything that comes in front of me that I will be confident on my skills that I can easily handle that thing and I could keep the trust of people on me.
- And also to share my knowledge with the students who are interested to learn and I teach them by learn by implementing.
- And also I love to spend my free time in typing in Monkey-Type.

PERSONAL INFORMATION

- DOB : 16-Jun-2003
- Address : Jatni/Odisha/India
- Languages : English, Odia, Hindi (Conversational)
- Nationality : Indian