DEEPANSHU MANOCHA

Game / XR Developer
Undergraduate at The North Cap University (formerly ITM university)

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EXPERIENCE

Summer Game Developer Intern
The Mages Studio Pvt. Singapore Ltd.

📅 May 2019 – July 2019   📍 Gurugram

Game Developer Intern
Sixpep Technovations Pvt Ltd

📅 May 2020 – July 2020   📍 Gachibowli, Hyderabad

Trainee Game Developer
The Mages Studio Pvt. Singapore Ltd.

📅 Aug 2020 – July 2021   📍 Work from home

Jr. Game Developer
The Mages Studio Pvt. Singapore Ltd.

📅 July 2021 - March 2022   📍 Work from home

Consultant - Game Developer
The Mages Studio Pvt. Singapore Ltd.

📅 April 2022 - June 2023   📍 Work from home

Consultant - Senior Game Developer
The Mages Studio Pvt. Singapore Ltd.

📅 July 2023 - Present   📍 Work from home

Working as a project manager and simultaneously working on multiple different projects in parallel as a developer

ACHIEVEMENTS

Top 50 in IISF2021 Goa

- Selected among the top 25% for National Level of Engineering Students Fest, IISF2021 Goa.
- A total of top 200 projects was selected from across the country out of which the top 50 were selected for physical presentation at Panjim, Goa.

EDUCATION

Btech in Computer Science and Engineering, specialisation in Game-Tech, AR and VR
The North Cap University

📅 2018 – 2022

Semester 1 Sgpa – 7.54
Semester 2 Sgpa – 7.95
Semester 3 Sgpa – 8.67
Semester 4 Sgpa – 8.82
Semester 5 Sgpa – 8.33

PROJECTS

Project 1
Employee of the Month

- A physical board Game, that depicts the life on an employee.

Project 2
IOT app

- Technology used: Unity-Engine and Vuforia
- An AR application for the university's Design Center to demonstrate the concept of smart home and smart city.

Project 3
Sophia

- Technology used: Unity-Engine and Vuforia
- An AR application for the university's Design Center to demonstrate the concept of AI and Sophia.

Project 4
Harvest Roti

- Technology used: Unity-Engine and Google AR-Core
- POC of an AR Application made for Harvest Brand.

Project 5
Water Rescue

- A physical board Game, that was my major project in the university under the theme of "SAVE WATER!".

Project 6
Space Rash

- Technology used: Unity-Engine
- A "Space" themed 2d game.
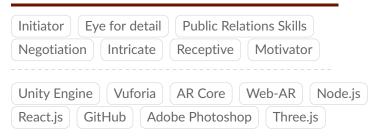
Project 7
Survivor

- Technology used: Unity-Engine
- A 3d Game i made to learn basic of 3D gaming, player movement, animation, etc

Semester 6 Sgpa – 8.36
Semester 7 Sgpa – 8.2
Semester 8 Sgpa – 10

Average or current CGPA – 8.47

STRENGTHS

Initiator | Eye for detail | Public Relations Skills

Negotiation | Intricate | Receptive | Motivator

Unity Engine | Vuforia | AR Core | Web-AR | Node.js

React.js | GitHub | Adobe Photoshop | Three.js

GAME-JAM PROJECTS

Stapu

- Developed Stapu game in 24 hours for the Game Jam 2019 conducted by The Mages Studio Pvt. Singapore Ltd, under the theme of "Nostalgia".

Lover May Cry

- Developed Lover May Cry game in 48 hours for the Game Jam 2020 conducted by Hashstash Studios Private Limited, under the theme of "Repair"

EXTRA CURRICULAR ACTIVITIES

Student Tech Ambassador
The North Cap University
📅 March 2019 – April 2022

IEEE IAS Chairperson and Founder Member
Student Branch, The North Cap University
📅 Jan 2020 – April 2022

IEEE IAS Vice-Chairperson & Founder Member
Student Branch, The North Cap University
📅 Jan 2020 – Feb 2021

Secretary EWB NCU
Student branch, The North Cap University
📅 May 2019 – Jan 2020

Project 8
Creator

- Technology used: Unity-Engine
- A 2D game which depicts life of an Creator, where he needs to correctly analyse the problem statement and then choose the correct assets and make correct puzzle.

Project 9
Old Engine

- Technology used: Unity-Engine and Mirror
- A 3d multiplayer-AI Car racing game.

Project 10
Alien World

- Technology used: Unity-Engine and Block Chain
- A game based on block chain where user can mine and do all other block chain activities by its e currency i.e. Trillium.

Project 11
AR Dino Book

- Technology used: Unity-Engine and AR-Core
- A AR based intractable experience to replicate the dinosaurs museum in your home itself.

Project 12
AR Auto Expo

- Technology used: Unity-Engine and AR-Core
- A AR based intractable experience to replicate the Auto Expo experience in your home itself and have a small game as well.

Project 13
Double S: Simulated Stereo

- Technology used: Three.js and Node.js
- It is a real time 3d simulation project, where user can choose one of the simulations available to the user and can have most immersive VR experience in their respective web browser.

Project 14
Covid Visualizer

- Technology used: Unity-Engine, MRTK, Realtime covid api
- It was a project made for hololens, taking real ime covid data and visually representing in the form of graph, where user can select a state from the India from the 3D map.