Abhishek Sokhal

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Dedicated, goal-oriented, and team-oriented individual who seeks an opportunity to work in the field of DevOps, Cloud Computing and Backend Development

Education

Indian Institute of Information Technology   Bhopal
BTech Information Technology   December 2021 - Present

Relevant Coursework

- Analysis of Algorithms
- Advanced Engineering Maths
- Discrete Structures
- Object Oriented Programming

Work Experience

Shemaroo Entertainment Ltd   February 2022 - Present
Unity Developer

- Developed a metaverse application using Unity, targeting multiple platforms including VR, Android, and others.
- Took the lead in VR platform development, ensuring seamless functionality and optimal user experience.
- Implemented various features within the metaverse, including 3D avatar creation, animation systems, and seamless room switching.Successfully integrated a sample OTT (Over-The-Top) API, providing complete functionality for streaming content within the app.
- Conducted regular testing and quality assurance for Android and VR platform builds, ensuring optimal performance and user experience.
- Collaborated closely with developers and artists to integrate UI, 3D assets, and various software functionalities seamlessly within the metaverse environment.

Irusu Technologies   September 2022 - January 2023
Unity Developer

- Developed AR/VR applications using Unity, leveraging industry-standard practices and technologies.
- Conducted thorough testing and quality assurance of Unity apps on Oculus and other VR platforms, ensuring optimal performance and user experience.Demonstrated proficiency in working with Unity's AR/VR features, delivering immersive and interactive experiences.
- Collaborated with cross-functional teams to ensure seamless integration of Unity-based solutions into metaverse environments.

Position of Responsibility

GNU/Linux Users Club   August 2022 - Present
Core Team Member

- Using Arch-based distributions as my secondary operating system but have also have experienced Fedora and most Debian Based distributions.

- Guiding batch-mates to install and use Linux distribution comfortably as well as troubleshooting problems for them.

Projects

Multiplayer Game   November 2022

- Made in Unity 3D using Netcode for game objects

- Used Unity Gaming Services to create and manage lobbies

API Request App   September 2022

- App made in Unity for android devices

- Fetches data from a JSON file and displays it in a scrollable list

VR Color Changing App   August 2022

- Made in Unity using Google VR SDK

- Basic App which will changes color of the objects in the environment once the pointer is placed on it and after it leaves

Pong   July 2022

- Developed a replica of the retro hit pong in Unity 2D and C-Sharp scripts

- Automated the player2 to make it a player vs computer game

Skills

Programming Languages:	C++ ,C, C-Sharp, Lua, Python,
Game Engines:	Unity, Love 2D
Tools:	Latex, GitHub, Git
Web Development:	HTML , CSS (Bootstrap and Tailwind), JavaScript
Soft Skills:	Leadership, Communication Skills, Organised

Achievements

Runner Up   GDSC IIIT Bhopal

Won second prize in the Intra IIIT development contest conducted by GDSC IIIT Bhopal for creating a password manager.

Skills Used: Python, MySQl, Encryption Methods (MD5Sum)   2022