

# ABHISHEK SOKHAL

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Dedicated, goal-oriented, and team-oriented individual who seeks an opportunity to work in the field of Game Programming and Development

## EDUCATION

### Indian Institute of Information Technology

BTech Information Technology

Bhopal

December 2021 - Present

## WORK EXPERIENCE

### Shemaroo Entertainment Ltd

Unity Developer Intern

Remote

February 2022 - Present

#### ShemarooVerse - Jio Dive

- Conceptualized and designing a VR metaverse using JioMixedReality Toolkit for Jio Dive.
- Integrated an OTT API using Unity's networking and HTTP libraries, enabling in-app multimedia streaming.
- Added user teleportation to multiple positions within a specific scene and facilitating interactive engagement with objects, while seamlessly streaming content in other scenes.

#### ShemarooVerse - Android

- Leading the development of a metaverse application using Unity, focusing on scalability and optimal user experience.
- Engineered immersive 3D avatars and dynamic animations utilizing Unity's suite of tools and 3rd party plugins.
- Working with multiplayer SDK(Photon), adeptly implementing various features.

### Irusu Private Ltd.

Unity Developer Intern

Remote

September 2022 - January 2023

#### Irusu Block

- This AR app utilizes ARCore SDK to detect surfaces in the real world and superimpose 3D objects onto them using the phone's camera.
- We are able to break down the 3D objects into different components and each component can be resized and moved around in the 3D plane.

#### Irusu Metaverse

- This app utilizes Unity Addressables to load various scenes dynamically while the app is running.
- Additionally, a lobby system is implemented with Agora SDK, enabling users to engage in voice chats with each other.

## POSITION OF RESPONSIBILITY

### GNU/Linux Users Club

Core Team Member

August 2022 - Present

- 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, Unreal, UEFN(Fortnite Builder)  
Devops Tools: Latex, GitHub, Git, GitLFS, Azure  
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