Abhishek Sokhal

India · abhisheksokhal2035@gmail.com · +91 9769388293 · GitHub · Linkedin

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 — 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

- Leadaing the development of a metaverse application using Unity, focusing on scalability and optimal user experience.
- Conceptualized and designing a VR metaverse using JioMixedReality Toolit for Jio VR and MR Devices.
- Engineered immersive 3D avatars and dynamic animations utilizing Unity's suite of tools and 3rd party plugins.
- Integrated an OTT API using Unity's networking and HTTP libraries, enabling in-app multimedia streaming.

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, Unreal, UEFN(Fortninte 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