SUHAIL SAIFI

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**Objective**

To excel in my field through hard work, perseverance, skills, research and to serve my parents with the best of my abilities.

**Education**

|  |  |  |
| --- | --- | --- |
| 2020 | Bachelor of Technology in Computer  Science, | CGPA : 6.3 |
|  | Shree Guru Gobind Singh Tricentenary University |  |
| 2016 | **XII**  Bal Bhavan International School | Board Exam : CBSE  Percentage : 62 |
| 2014 | **X**  Hari Krishna Pubic School | Board Exam :CBSE  CGPA : 7 |

**Projects And Achievement**

## SGT 3D Walk Through| ( virtual Environment of our UNIVERSITY)

**- one can walk through the model and experience the location without physically going there.**

**-we created this enviroment to replace brochure that is given to students at the time of admission.**

**-AND, also we used that model as a location in our game.**

***OS Requirements*: Windows**

***Application used*: Unreal Engine,Blender, Quixel Mixer.**

## Game development| ALLSOFT SOLUTIONS

**Worked on project (Game-MARK XI) during the training period**

**FICE - Certificate program in Intelligent systems |** **Intel college excellence program**

**Got brief knowledge about IOT and a practical session has been held for our better understanding**

**And Work on Intel Galileo Gen 2(similar to aurdino).**

**Workshops Attended**

## Cyber Crime: An Emerging Challenge for the Society | National Workshop

Got brief knowledge of the challenges faced in Cyber Crime.

### **AZURE SKYNET SOLUTION CISCO NETWORKING**

Acquired knowledge about networking.

**Skills & Abilities**

**TECHNICAL SKILLS**

* **Languages**: Python, HTML, CSS, js, Game Development
* **Platforms**: Windows XP/ 7/8/8.1/10
* **Software**: Unreal engine 4, Blender, Visual Studio Code, React

**Language Known**

* **English**
* **German**

**Extra-Curricular Activities & Hobbies**

* **Gaming**
* **Exploring new things**
* **MMA**

**Areas of Interest**

 Game Development

 Software Engineering

* 3D Modeling
* Application Development
* Web Development

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**Personal Abilities**

* Quick Learner
* Good communication and organizing skills.
* Make people to understand the situation quickly.
* Willingness to take risk
* Accountability
* Adaptability
* Learning from my mistakes.