

Jatin Keswani

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Education:

GGSIPOU

B.Tech in Computer Science

(June 2017 -June 2021)

Experience:

Game Developer and Game Artist (Inept Devs)

October 2018 - November 2019, Delhi

- Perform significant implementation of game engine components and gameplay routines
- Created scripts
- Analyze code and present technical options
- Contribute ideas in a collaborative, supportive team environment
- Fixed bugs during Development and in Production
- Created 3D models using Blender
- Created 2D graphics using Adobe Photoshop and Illustrator

Graphic Designer Head and Front-end Developer (Sapne Ngo)

June 2019 - August 2019, Work at home

- Made posters on Current Affairs use Adobe Photoshop
- Work on front-end of <http://sapne.org.in/>

Skills:

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|-------------------|---------------------|--------------|
| - C/C++ | - C# | - Unity |
| - HTML | - CSS | - JavaScript |
| - Adobe Photoshop | - Adobe Illustrator | - Blender |

Achievements:

- Worked on 12 games (Horden Pass, Eddy Ball, Eddyball 3D, Dribble Up, Survival Run, Rocket Shooter 3D, Ludo, etc.)
 - Got 12K downloads on Eddy Ball 3D on play store with 3.5K daily active users.
<https://play.google.com/store/apps/details?id=com.Inept.EddyBall3D>
 - Got 1K+ downloads on Horden Pass on play store.
<https://play.google.com/store/apps/details?id=com.IneptDevs.HordenPass>
 - Got 1st prize in Coding Competition in College 1st year.
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