Jahid Ali Shaikh

Nadia, West Bengal | jahidalishaikh14@gmail.com | +91 9441115063 | https://j-ravens56.itch.io/

https://www.linkedin.com/in/jahid-ali-shaikh-9a26452b7/ | https://github.com/JAHID-GVIT

Profile

Game developer with a goal of working on professional projects. Recognized by peers for critical thinking, problem solving and leadership qualities. Confident in my ability to lead and manage a team to accomplish tasks and meet deadlines. Looking forward to work on projects that require programming, problem solving and prototype development. GeeksforGeeks profile: https://www.geeksforgeeks.org/user/jahidalishp82/

Education

Vellore Institute of Technology, Bhopal, B.Tech in Computer Science and Engineering (Specialization in Gaming Technology) — Oct 2022 – Sept 2026
- Current CGPA - 8.05

Army Public School, Jaipur, Higher Secondary — Oct 2020 – Sept 2022
- Percentage - 85%

PROJECTS

Maze_Keeper Game
- Led a team to develop a Machine Learning Algorithm for Enemy AI to navigate through a procedurally generated maze environment and chase the player
- Applied Procedural Maze Generation using DFS (Depth First Search) Algorithm
- Tools Used: C#, Unity, Python, TensorFlow, PyTorch
- Game Link: https://j-ravens56.itch.io/maze-keeper
- Source code: https://github.com/JAHID-GVIT/Maze-Keeper-Game

Soul of Fire Game
- Developed a Physics based Unity game for browser.
- Created Prefabs to improve game-play performance on browser.
- Tools Used: C#, Unity, WebGL
- Game Link: https://j-ravens56.itch.io/soul-of-fire
- Source code: https://github.com/JAHID-GVIT/Soul-of-Fire-Game

Volley_Combat Game
- Developed an offline 2-player game which features a working Menu system, Score system and Winning system
- Tools Used: UnrealScript, C++, Unreal Engine 5
- Game Link: https://j-ravens56.itch.io/volley-combat-game

Certifications

Foundation of Cyber Physical Systems — Apr 2024
- https://nptel.ac.in/noc/E_Certificate/NPTEL24CS27S65290137630514901

Intro to AR/VR/MR/XR: Technologies, Applications & Issues — Dec 2023
- https://www.coursera.org/account/accomplishments/verify/NTN7N4KEWEQS

Skills

Programming Languages: C#, Python, C++ ,UnrealScript, SQL, HTML, CSS, JavaScript

Software: Unity, Unreal Engine, MySQL