Jai Singh Rathore

📞7976128772 | ✉ jaisinghrathore4432@gmail.com | 🔗 Jai Singh Rathore | ⬛ Jaizxzx | 🅰 Jaizxzx

SKILLS

Languages | C++ • Python • C • Java • Unreal Blueprints • OpenGL • GLSL

Softwares and Tools| Unreal Engine • Blender • Visual Studio • Visual Studio Code • CLion • JetBrains Rider • NumPy • Pandas • SciKit Learn • Matplotlib • Tensorflow • Keras • PyTorch

MISCELLANEOUS| Machine learning • Deep Learning • Multiplayer

VERSION CONTROL | Git • Git Hub • Git Lab • Perforce

FRONT END DEVELOPMENT| Bootstrap • HTML • CSS

SOFT SKILLS| Team player • Bias for action

EXPERIENCE

Steel Frog Studios | **C++, Perforce, Unreal Engine, Blueprints**
Game Developer | 29/3/2024 to present , Remote

RTP (Viva Piñata)

- Switchable First Person and Third Person custom cursor game mode (hoverable and lockable to the interactable objects inside the game)
- Discord Plugin for Unreal Engine to integrate the Discord Rich Presence (Github Repo Link)
- Custom Discord Plugin integration

Nightingale Studios | **C++, Unreal Engine, Blueprints, Git Lab**
Game Developer | 29/4/2024 to 29/5/2024, Remote
Birth of the Alliance
- Custom Flying mechanics for the spaceship
- Discord Plugin Integration

Projects

- *Music Tune Generator (Tensorflow and Keras)*
- *Debiasing Facial Detection (Tensorflow and Keras)*
- *Safe Picture Categorization (PyTorch - Work In Progress)*
- *Lone - Survivor : A zombie survival game made for the Game Dev.tv game jam.*
- *Discord Unreal Engine Integration Plugin (Discord Rich Presence integration for Unreal Engine games)*
- *Handwritten number detection (Deep Learning)*
- *Star Wars Cinematic (Inspired by Mandalorian made and powered by Unreal Engine)*
- *Halo Remake (Unreal Engine)*
- *Halo Cinematic (Work in progress)*
- *Toon Tanks (Cartoonish Theme based tank game)*
- *Simple Shooter (Third Person Shooter game with mechanoid)*

EDUCATION

Christ University
B.Tech in CSE specialization in AIML
2022 - 2026| Bangalore

Achievements

LeetCode 50+

500 + wishlist Birth of Alliance on Steam

COURSEWORK

- Unreal Engine Blueprints
- C++
- C++ for Unreal Engine
- GPU Architecture
- XAMK game development (Diploma (ongoing))
- MIT Deep Learning (ongoing)
- Unreal Engine Multiplayer Architecture (ongoing)
- AI for Games (Book by Ian Millington)

INTERESTS

Cinematics • Level Design
• Art
• 3d Modeling •
Photogrammetry
• Gaussian Splatting