VANSH KASHYAP

Computer Science Engineering



ABOUT ME

Highly motivated individual, ready to take up new challenges and learn from them in a fun and easy way.

Nationality: Indian

Locality: Gujarat

Languages: English, Hindi, Telugu

Strengths: Dedicated, Positivity

DOB: 20-03-2000



CONTACT

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SKILLS





INTERNSHIPS

MADRAS MINDWORKS Discover | Design | Build

NOV 19 - FEB 20

I primarily worked on a mobile based game application involving virtual and augmented reality. After analyzing/experiencing few VR and AR games, I learned to designed and build the same. Later I developed this application using unity for front-end. This internship helped me get an excellent exposure on developing applications in a team within timelines

without compromising on quality.



KEY PROJECTS

GAME DEVELOPMENT Discover | Design | Build

AUGUST 2019 Developed an AR Game on Unity platform &

Autodesk Maya (for creating game objects) after analysing few VR & AR games as a part of

workshop.

UI DEVELOPMENT Design | Build

December 2019 Developed a website as a part of Face recognition

project and extended it to an AR based app by

implementing a 3D model of University.



EDUCATION

GITAM UNIVERSITY COMPUTER SCIENCE ENGINEERING

2018–2022 Aggregate: 8.29 CGPA (6th Semester)

LPS PUBLIC SCHOOL 12TH GRADE
2016–2018 Aggregate: 68.8%

PARAMOUNT INT SCHOOL 10TH GRADE

2014–2015 Aggregate: 7.6 CGPA



CERTIFICATES

GAME DEVELOPMENT USING UNITY(WORKSHOP) PYTHON FOR DATA SCIENCE

VIRTUAL AND AUGMENTED REALITY(WORKSHOP) FUTURE OF NETWORKING :5G

ONLINE QUIZ ON DATA STRUCTURES AND ADVANCEMENT IN WIRELESS

OPERATING SYSTEM TECH(SEMINAR)