

Education

SRM Institute of Science & Technology Chennai	2026
Bachelor of Technology in Computer Science and Engineering with specialization in Gaming Technology	
<ul style="list-style-type: none">• Member of Game Developers Community	
Amity International School, Sector - 46 Gurugram	2022
Non-Medical	
<ul style="list-style-type: none">• Took Physics, Chemistry, Mathematics, English and Computer Science for Senior Year• Earned Gold Medal in "Odyssey of the Mind" competition, showcasing problem-solving and creative abilities in 2018• Played Basketball at district level and won two silver medals in 2017• Received "Artist of the Year" award in 2017	

Skills

Unreal Engine 5, DaVinci Resolve 17, Sketching, Procreate, Adobe Photoshop, Python, C, C++

Work Experience

The Realm 18 Studios	2023
<ul style="list-style-type: none">• Staff member working as a concept artist• Created weapon designs and surface textures	

Project Experience

Odyssey of the Mind	2018
<ul style="list-style-type: none">• Designed and constructed a 15 grams heavy Balsa wood structure that withstood 200 kilograms of weight• Led and completed multiple spontaneous tasks handed to the team• Performed in a theatrical skit	
F1 in Schools	2018
<ul style="list-style-type: none">• Designed and 3D printed an aerodynamically efficient Formula 1 car using Autodesk Fusion 360	

Portfolio

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- [Portfolio sketches](#)
 - [Github](#)