

EDUCATION

Bachelor of Science (B.Sc), Computer science

SIES College Of Arts, Science And Commerce

2019 - 2022

CGPA: 9.90/10

Senior Secondary (XII), Science

Model College

(HSC board)

Year of completion: 2019

Percentage: 70.01%

Secondary (X)

St. Therese Convent High School

(SSC board)

Year of completion: 2017

Percentage: 84.40%

INTERNSHIPS

Graphic Design

SIES Skyline, Virtual

Aug 2020 - Present

I am currently a sub-editor in my college's newsletter, SIES Skyline.

POSITIONS OF RESPONSIBILITY

Worked with two graphic designing teams for a college fest twice and a bi-annual newsletter for the college respectively.

TRAININGS

Game Development On Modern Platforms

Coursera, Online

Aug 2020 - Sep 2020

In this training, I learned basic C# Coding to move a 2-D and a 3-D character using Vectors in C#. Most of the scripts were from the unity's standard assets but I learned to Walkthrough the code of every script and made a 2-D platformer game known as Super Sparty Bros. Learned to animate characters using the animation pane and different image assets. Learned Level Design made basic movements for Sparty and made enemies and a level to the level system to complete the game, made a main menu and level select menu from scratch, this was the final project for the course and I got evaluated 100% on the basis of the prototype of the 2-D platformer i learned from the course.

Introduction To Game Development

Coursera, Online

Jul 2020 - Aug 2020

During the course/training I got to learn about the basics of Game Development along with Unity Engine. By the end of the training, I was almost familiar with the

User Interface of the Unity Game Engine. I learned how to use the viewport to transform rotate and scale the game objects, learned about empty game objects, prefabs, scenes, textures, materials, and sound files, learned to import them and use them from the assets. I also learned to arrange the game objects in the hierarchy and how to apply components to the game objects and apply tags and layers. The output of the training was a solar system simulation which was the final project. I got evaluated 100% on the final project.

Principles Of Game Design

Coursera, Online

Jul 2020 - Aug 2020

In this course, I learned how to make game concepts and make perfect documentation after immense analysis and concept artworks. Learned to make game design templates and use them to make documentation. The output of the training was a car racing game concept which was a project at the end of the training and I got evaluated 95.20% / 100% in the final project.

PROJECTS

Roller Madness - Basic Physics

Jul 2020 - Aug 2020

<https://drive.google.com/file/d/1tQatlW2Lhrrxt9vjgTEzzGvgkhQtJwGj/view?usp=sharing>

I made this game while I was doing my course at Coursera namely Introduction to Game Development

Box Shooter - Limitless FPS shooter

Jul 2020 - Aug 2020

<https://drive.google.com/file/d/1tN5sXGFla8VSZ0nsJYW2e6xwTrNPWs1M/view?usp=sharing>

I made this game during my course at Coursera namely Introduction to Game Development.

SpeedLust

Oct 2019 - May 2020

<https://play.google.com/store/apps/details?id=com.SabretoothEntertainment.Speedlust>

I made a Car racing Game from the prerequisite programming and designing knowledge I had. I used some assets from the asset store but the levels were hand-made by me. Well, this was my first ever try at Game Development and Design.

FPS - Unreal Engine FPS prototype

Aug 2020 - Present

<https://drive.google.com/file/d/17ccyzkxcDHOW8zFoRCQX5msM0idjGbM/view?usp=sharing>

I am making an FPS prototype in Unreal Engine learning new things and exploring avenues.

Project Lucid

Dec 2020 - Present

<https://drive.google.com/drive/folders/11PSW7nvNF80ymHypdXYPjNa26Vq9bU5V?usp=sharing>

I am currently developing an FPS Horror game, Till now I have been only able to implement the movement and the introductory level.

SKILLS

Adobe Photoshop

Intermediate

R Programming

Intermediate

Animation

Intermediate

CSS

Intermediate

ASP.NET

Intermediate

Unreal Engine

Intermediate

C Programming

Intermediate

C#

Intermediate

Java

Intermediate

Python

Intermediate

Unity 3D

Beginner

HTML

Advanced

JavaScript

Intermediate

Visual Basic (VB)

Intermediate

Blender 3D

Intermediate

PHP

Beginner

Android

Beginner

WORK SAMPLES

Developer account link

<https://play.google.com/store/apps/dev?id=6324926278379433557>

Other portfolio link

https://www.instagram.com/art_by_ankush/?hl=en

ADDITIONAL DETAILS

I had attended several Game Dev workshops and have secured 100%, 95.20% and 100% percent respectively in 3 Coursera courses.