Ayushi Parikh
Game Developer

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EDUCATION

B.Tech Computer Science and Engineering
MIT-ADT School of Engineering
07/2019 - 05/2023   *9.06 CGPA*

PERSONAL PROJECTS

People Analyzer (Pending Patent)
- A virtual reality based game helping to simulate human conversation to help better understanding human personality
- Machine learning is used to classify the user's personality
- https://ieeexplore.ieee.org/document/10037307

ADiTi Chatbot
- A college admissions chatbot to answer all university related queries

Gamedoora
- An open source collaborative platform to open source the gaming industry - https://github.com/gamedoora/gamedoora-ui

WORK EXPERIENCE

Game Programmer Intern
Nodding Heads Games
05/2023 - Present   *Pune, India*
Creating Unique Action Adventure Games based on Indian Epics and Folklore

Achievements/Tasks
- Work with the animation and technical team to deliver best-in-class gameplay experience for Role Playing Games

Intern-Team Lead
Flege
05/2023 - 08/2023   *Dubai*
A hyper-realistic Metaverse made to engage, inspire and connect the learners, creators and businesses of the future

Achievements/Tasks
- Teleporting the Dubai real estate market into a playable meta verse experience
- Deploying multiplayer gameplay functionalities on AWS
- Managing the team and documenting the developments
- https://flege.co/worldscape ↗

Game Developer Intern
Strall Pvt Ltd
09/2022 - 09/2023   *Mumbai, India*

Achievements/Tasks
- Collaborating with a team of game developers to implement a Team Death Match and Battle Royale multiplayer game

Unreal Developer
Eastern Royal Company (ERC)
01/2022 - 10/2022   *Pune, India*
Focused on designing and developing Computer games, Web & App, realistic 3D virtual tour games for university campuses

Achievements/Tasks
- Completed various unreal engine tasks to build an open world game and a campus exploratory system

SKILLS

`Problem-solving` `Time Management` `Creative`
`Good communicator` `Great Team player` `Inquisitive`
`Leadership Skills` `Project Management`

`Technical : C, C++, Java, Python, Vue Js, Next Js, Django, MySql, MongoDb, Linux, Unity, Unreal Engine, Fortnite Creative 2.0`

ACHIEVEMENTS

Published a paper in IEEE Xplore on Underwater Object detection
https://ieeexplore.ieee.org/document/10112371

Won the best IEEE project in Codebreak 2.0 hackathon (01/2021)
Our project Blog Bot is a covid query answering chatbot along with an automatic sanitizer dispenser

Won best all Girls Team in Codebreak 3.0 Hackathon (03/2022)
our project Care on wheels is a voice controlled bot used to carry first-aid and measure patient's vitals to be displayed on a dashboard

Published a patent on "Project 2D blueprints into real world 3D plans using Hologram Home" (03/2021)
The idea behind this patent provides a platform to its users to project their 2D blueprints into a 3D plan through hologram projections.

CO-SCHOLASTIC

Played as a Mid-Defender in a state level football team

Managed multiple events as a team lead for various university clubs and took the stage in many public speaking competitions

Participated in Game Jam-Titans (a game development competition) by NASSCOM and Mind Box (2016 - 2017)

Participated in the YUVA: Prime Minister's Scheme for Mentoring Young Authors (07/2021)

CERTIFICATES

AI-ML Virtual Internship by aws Academy (03/2022 - 05/2022)

Completed 30 Days of Google Cloud Program

Complete Vue Mastery 2022 (w/ Vuex, Composition API, Router) by Zero To Mastery(ZTM Academy)

Python Specialization by University of Michigan on coursera

INTERESTS

`Playing and Developing Video Games` `Reading Books`
`Blogging` `Playing Sports` `Painting and Digital art`