Ahmad Saad





PROJECTS

Version Control System Like GIT, (Demo Video)

- Developed a robust CLI Version Control System in C++ (utilizing OOP, vectors, and maps) to manage versioning seamlessly.
- Implemented essential features like branches, merging, and stash.Created an intuitive Python GUI with PyQT5 for easy file staging.
- Designed a visually appealing representation of branch merging using HTML, CSS, and JavaScript.

ChatApp,(Demo Video)

 A real-time messaging platform built with Next.js for the front end and Node.js with Express for the backend. It uses Socket.IO for real-time communication, PostgreSQL for data storage, and Redis for caching, ensuring a seamless user experience.

AR Basketball, (Demo Video)

- Crafted an AR basketball shooting game using Unity 3D and ARCore, focusing on realistic UI/UX and gameplay.
- Used **Blender** to create basic models of the basketball and hoop

<u>Car Game with Health-Bar and Health Pickups, (Demo Video)</u>

- Developed an immersive Unity 3D car game, navigating through obstacles with a dynamic health-bar system.
- Implemented health pickups using C# scripting for enhanced gameplay experience.

EXPERIENCE

Machau Games, — *Game Developer*(Jul, 2023 - PRESENT)

Crafted a dynamic car racing game with a health bar using Unity 3D and developed an email automation system with Python.

ARIES, IITR — Recruitment Project (Apr 2023 - May 2023)

Utilized Unity 3D and ARCore to create an AR Basketball game, incorporating Vuforia and ARCore for marker-based implementation.

SKILLS

Languages:C++,C#,Javascript,Lua, Python.

Technologies: Unity Engine, Git,GitHub,Linux,MULTISIM,WS L,MATLAB,VSCode,Vuforia,Redis, ORM,Socket.io,Prisma,Tailwind, Next.js.

Concepts: Augmented Reality, Game Development, Object Oriented Programming, Version Control, Competitive Programming.

EDUCATION

Indian Institute of Technology Roorkee, Uttarakhand —Bachelors(BTECH)

Oct 2022 - Dec 2026 Electrical Engineering

Hobbies

Playing Table Tennis, Learning computer graphics, Drawing & Sketching.