VISHAL MAURYA | 19PH20040

PHYSICS (M.Sc. 5Y)

EDUCATION

Year	Degree/Exam	Institute	CGPA/Marks
2024	M.SC(5YR)	IIT Kharagpur	8.43 / 10
2019	12th Board (CBSE)	MNR School Of Excellence	81.2%
2017	10th Board (CBSE)	Kendriya Vidaylaya ONGC Panvel	10 / 10

INTERNSHIPS

Game Developer Intern | Supergaming   **May 2022 - Jul 2022**
• Implemented new gameplay and UI features using **Unity Engine** in the upcoming Web3 based game **Ethernia**
• Designed UI screens for PvE, PvP game modes and description **Tool-tips** for various UI elements in the game
• Resolved critical bugs using Visual Studio's **Debugger** and Breakpoints which improved gameplay of the game
• Utilized APIs from backend servers and JSON files to populate user's and game assets related information

Game Developer Intern | Wizwack Studios   **Nov 2021 - Jan 2022**
• Programmed APIs for adding multiplayer feature in the game **Star-Hunt** using **Firebase Cloud Functions**
• Responsible for developing the gameplay logic, UI, level designs, and animations of the game **Giant-Runner**
• Integrated mobile Reward advertisement in the game **Fight-Back** using Android SDK and **Google AdMobs**

Game Developer Intern | Bone game studios   **Oct 2020 - Jan 2021**
• Programmed end-to-end gameplay logic and flow for an endless hyper casual game **Neo-Ties Reloaded**
• Developed a feature for login and sign up for users using **Firebase** Cloud Firestore and Authentication services
• Designed UI of various game screen, including Ads and reward screen which runs using **Google AdMob**

PROJECTS

HummingBirds | Self Project
• Created a mini game where player competes against a trained AI model using **Unity ML-Agents** and Python
• Trained a model in python environment using **Reinforcement learning** and studied about **Neural Networks**
• Designed UI screens of the game and programmed player controls to manage HummingBirds movement directions

Unarmed | Self Project
• Created an action game, where enemies spawn one after another to kill a player with limited ammo
• Programmed logic for AI movement using **Nav Mesh** and spawning new weapon whenever player's ammo runs out
• Designed various **Shaders** and **Particle effects** in Unity and integrated SFX to give an elegant look to the game

Balance | Mini Jam 84: Bubbles
• Created a timer-based game, where player have to tap on bubbles of gases to maintain an optimal level of each gas
• Developed playable **WebGL** build of the game in 72 hours and was ranked 69th among 600+ participants worldwide

SKILLS AND EXPERTISE

Languages and Libraries: Python, C++, C, C#, HTML, CSS, JavaScript, NumPy, Matplotlib, Json.NET
Tools: SourceTree, GitHub Desktop, VS Code, VS Community, Sublime Text, Firebase, Bitbucket
OS & Others: Windows, Git, GitHub, Insomnia, Unity Engine, Unreal Engine, MS Office, Jira

POSITIONS OF RESPONSIBILITY

Secretary Student's Welfare | MMM Hall of residence   **Jul 2020 - Jul 2021**
• Conceived and piloted **Virtual Room** for first time in MMM Hall for interactions, later implemented in **16+** Halls
• Organized and hosted **Webinars** for boarders by experts of the field to spread awareness about mental health

Software Team Member | Computer Graphics Lab   **Nov 2019 - Apr 2021**
• Contributed in various game development projects like **Ricksy Run** having 10K+ downloads on Google Playstore
• Collaborated with Technology Students Gymkhana for conducting Game Development workshops in **Open-IIT**
• Contributed towards making Educative Unity tutorials using **DaVinci Resolve** for official YouTube Channel of CGL

COURSEWORK INFORMATION

Programming and Data Structure (Theory+Lab) | Data Structures and Algorithms| Basic Electronics | Economics

EXTRA CURRICULAR ACTIVITIES

• Ranked **1st** among 20+ teams in Robowars 2019-2020 organized by Technology robotics society, IIT Kharagpur
• Member of Illumination team 2019-2020 of MMM Hall of Residence and attained **4th** position among 20+ halls
• Member of Inter Hall Football team of MMM Hall in the General Championship 2021-22 securing **bronze** medal