**Naman Jain**

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I am an enthusiastic tech student actively building a foundational skill set in programming, problem solving, game development, and data structures, eager to learn and contribute to real-world projects**Education**

**JK Lakshmipat University, Jaipur, Rajasthan**

BTech CSE (2022-2026)

**Maheshwari Public School, Pratap Nagar, Jaipur, Rajasthan**

CBSE 12th Grade (2022)

**Maheshwari Public School, Pratap Nagar, Jaipur, Rajasthan**CBSE 10th Grade (2020)

**Work Experience**

**Parallel Galaxies Pvt Ltd, Kolkata, West Bengal**Game Developer Intern (May 2024- July 2024)

* While working on the internship, I created a local multiplayer mobile game using Unity 3D focusing on its UI Design, Anchoring, Gameplay mechanics and Gameplay settings.
* Also, I made an online 3D multiplayer shooting game using Unreal Engine 5, designing the battle environment, UI, server setup and additional game features.
* Gained hands-on experience in game engine workflows, environment designing, asset creation, and debugging techniques, becoming proficient in these areas.

**JK Lakshmipat University, Jaipur, Rajasthan**

Super Coordinator, Competitive Programming Club (Sept 2024- Present)

* I assisted in organizing coding contests and battle week, successfully planning events and providing resources, gaining experience in event management, team coordination and problem-solving skills.

**Skills**

Data Structures and Algorithms, Game Development, 3D Modeling, Web Development, UI Design, Arduino, DBMS and Blockchain.   
Experienced in Softwares like Unreal Engine 5 and Unity 3D, Blender and Autocad, while exploring Adobe XD and Figma.

**Projects**

**Unreal Engine 5 Game Development (02/2024 - Present)**

Creating a Game on Winterfell-inspired map in Unreal Engine 5, leveraging 3D models, static meshes and Blueprints. Demonstrating ongoing growth in environment design and interactive scripting within Unreal Engine's dynamic framework.

**Research and Data Analysis on SDG-16 (12/2022 - 01/2023)**

Conducted comprehensive research on SDG-16, focusing on peace, justice, and strong institutions. Utilizing analytical techniques including matrices, graphs, and predictive modeling like regression and correlation, provided insightful analysis on relevant data, contributing to a deeper understanding of key issues and potential trends.

**3D Online Multiplayer Shooting Game (06/2024-07/2024)**

Made an online Multiplayer Shooting Game using Unreal Engine 5 with UI and additional game features and settings like selecting the characters, adjusting the screen resolutions and quality, and switching between the maps & Game- mode.

**Alumni Relations (10/11/2023 - 11/2023)**

Developed an Alumni relations system using MySQL, improving communication and engagement. Implemented features like streamline alumni information, enhance career tracking, simplify course management, enhance connections and provide a user-friendly platform through effective web application development and database management.

**Automated Plant Health Monitoring System (05/2023 - 06/2023)**

Designed an autonomous plant health monitoring cart with camera, humidity, temperature sensors, and GPS. Implemented data storage system on SD card. Enables automated data collection for plant growth analysis in gardens or plant facilities. Technology Used: Arduino, Raspberry Pi, and Sensors.

**Interests and Extracurricular activities**

Reading-Writing (Light Novels), Animation, Cricket, Table-Tennis, Badminton, Football.