

Narendra Pratap Singh

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WORK EXPERIENCE

IXR Labs

Unity Intern

June 2023 - November 2023

- Developed 2D and 3D hyper-casual games, including Endless Runner and Bomberman, using Unity Game Engine.
- Implemented game mechanics and features, ensuring smooth gameplay and engaging user experience.
- Collaborated with multidisciplinary teams including artists and designers to bring creative visions to life.
- Optimized game performance and resolved technical issues to deliver high-quality gaming experiences.
- Tech Stack- **Unity Game Engine**

EDUCATION

G.L. Bajaj Institute of Technology and Management

B.Tech, Computer Science and Engineering - 7.7

August 2019 - July 2023

PROJECT

Social Media WebApp | [🔗](#)

March 2024 - August 2024

- Developed a full-stack application using React.js and Spring Boot to gain hands-on experience in building-scalable web applications.
- Features include user account creation, post creation and liking, friend request functionality for expanding social circles and real-time chatting.
- Integrated video call feature for interactive communication between users.
- Implemented a profile visitor tracking feature to display users who visited a profile in the last three days.

Contact Management App [🔗](#)

December 2023 - January 2024

- Developed a cloud-based contact management application for users to securely store and manage their contacts.
- Features include account creation, CRUD operations for contacts and cloud storage accessibility.
- Achieved hands-on experience in Spring Boot, MySQL database management and frontend development.

SKILLS

- **Programming Languages:** C/C++, Java
- **Web Development:** HTML, CSS, Bootstrap, JavaScript, React.js, Spring Boot, MySQL
- **Tools:** Postman, VS Code, IntelliJ Idea, Git/GitHub, NetBeans, Eclipse