

Nikhil Ranjan

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GitHub: <https://github.com/NikhilRanjannn> | Portfolio: <https://nikhilranjannn.github.io/nikhil-portfolio/>

Skills

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

Frameworks & Tools: Unity3D, Roblox Studio, Ren'Py Engine, Jabali Studio, Godot Engine, OpenCV

Areas of Expertise: Reinforcement Learning, Game AI, Computer Vision, VR/AR, Prompt Engineering

Experience

Game Developer – Zero Metrix, Ranchi

Mar 2021 – Apr 2023

Independent Game Developer – Homeseeker's Gamein, Ara

Aug 2017 – May 2019

Jr. Unity Developer – Pushback Technologies, Pune

Feb 2017 – Jul 2017

Education

Indian Institute of Technology, Patna

M.Tech – AI & Data Science Engineering | Jul 2023 – Jul 2025

CPI: 8.61 | Thesis: Adaptive Game AI using Reinforcement Learning

Indian Institute of Technology, Patna

PhD Offer in CSE (Autumn 2025)

Research Focus: Generative AI

Sam Higginbottom Institute of Agriculture, Technology & Sciences, Allahabad

B.Tech – Computer Science & Engineering | Jun 2012 – Jun 2016

CGPA: 6.95

Research - Academic Projects

MTech Mega Project:

AI Odyssey - Adaptive Game AI using Reinforcement Learning (2024-25)

Odyssey (Unity, PPO RL): Built an AI agent that learns to navigate a timed maze via reinforcement learning with reward-based optimization.

MTech Minor Project / Seminar :

DreamStone - Text-Guided 3D Shape Generation (2023-24)

Projects

Memorise (Switch Color) (Unity, C#) – [YouTube Demo](#)

Casual puzzle game with color-based mechanics.

3D Runner (Roblox Studio) – [Play Online](#)

Developed a 3D endless runner prototype in Roblox.