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Om Mani Tripathi

Technical Skills: HTML/CSS, JavaScript, ReactJS, Java, Python, Unity Engine, Unreal Engine, Blender, Android Studio, Aseprite, Figma, UX/UI

Certification:

Leadership and Emotional Intelligence, Coursera | Meta Front-End Development Professional Certificate, Coursera

EDUCATION

Board	Tenure	Educational institution	CGPA/Percentage
B. Tech (CSE) Gaming	Sep 20 –Ongoing	VIT Bhopal University	8.52/10
Class XII	July 2020	Sarla International Academy, Basti	71.0%
Class X	May 2018	Sarla International Academy, Basti	78.6%

ACADEMIC PROJECTS

Game Development	<ul style="list-style-type: none">• Track-o-Treat (Oct 21 – Dec 21)<ul style="list-style-type: none">- Description: Casual Racing Game- Technology: Unity Engine, C#, Blender- Team Project: 5 members- Role: 3D Designer, C# Programmer, Level Designer- Link and Results: https://ommani02.itch.io/track-o-treat
Front End Development	<ul style="list-style-type: none">• Little Lemon (Feb 22– Feb 22)<ul style="list-style-type: none">- Description: A restaurant Homepage- Technology: HTML, CSS, JavaScript, Bootstrap- Team Project: Solo- Role: Front-End Developer- Link and Results: https://ommani002.github.io/Little-Lemon/
Game Development	<ul style="list-style-type: none">• Meteor Shooter (Apr 23 – Apr 23)<ul style="list-style-type: none">- Description: 2D Meteor Shooting Game- Technology: Unity Engine, C#, Aseprite, Autodesk Sketchbook- Team Project: 4 members- Role: UI/UX designer- Link and Results: https://github.com/Rachit8126/Pixel-Pioneers

INTERNSHIP

Fanclash11 Fantasy Private Limited Feb 22 – Apr 22	Junior 3D Graphic Designer: <ul style="list-style-type: none">• Assignment was to design rooms for the game which the Company was developing in the Unity Engine.• Designed and textured many rooms and other assets as well. Reported to Mr. Kunal Agrawal, MD at Fanclash11 Fantasy Private Limited
Astarix Agency, Nov 22 – Jan 23	3D Design Intern: <ul style="list-style-type: none">• Project was to make Diamond and Gold Jewelries for the AR Application, which we developed on Unity Engine. I modelled all the Assets for this Project and all the work was done using Blender. Reported to Shrey Bhatnagar, Managing Partner at Astarix Agency

EXTRA-CURRICULARS AND ACHIEVEMENTS

Achievements	<ul style="list-style-type: none">Placed in Top50 of the AR-VR Hackathon which was organised by iHub DivyaSampark at IIT Roorkee in association with TechXR Innovations (Jan 22 – Feb 22)
Responsibilities	<ul style="list-style-type: none">Core Member for Gamers Asylum 1.0, AdvITya'22 (University Techno-Cultural Festival),Management/Volunteer for Gamers Asylum 3.0, AdvITya'23 (University Techno-Cultural Festival), Feb 23
Extracurricular	<ul style="list-style-type: none">Player, AdvITya'22 (Intra-University Gamers Asylum Event), Apr 22Player for team LFT, AdvITya'23 (Intra-University Gamers Asylum 3.0 Event), Feb 23

ADDITIONAL INFORMATION

Hobbies	<ul style="list-style-type: none">Avid Book Reader – Read numerous comics related to Marvel MoviesCreating 3D models on Blender
Languages	<ul style="list-style-type: none">English, Hindi