

Priyansh Kashyap

Intuitive, Creative, Tenacious

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Carrier Objectives

Motivated Computer Science Engineer with considerable programming experience. Apart from programming I have a massive interest in Mathematics, Physics. These are my core subjects through which I majorly work in Game Development. Moreover, I would also love to apply my knowledge and experience to overcome real world situations from where my journey of Data Structures & Algorithms and Advanced Vector Math began.

Academic Details

Year	Qualification/ Degree	Board/University	Percentage
2020-2024	B. Tech in Computer Science Engineering- Specialization in Graphics & Gaming	UPES- Dehradun, Uttarakhand	7.67 (Semester 1 - 6)
2019-2020	CLASS XII	ISC	80%
2017-2018	CLASS X	ICSE	70%

Software and APIs	Unity Game Engine		Adobe Photoshop	
	Android Studio		Design Patterns	
Technical Proficiency/Skills	Blender		Firebase RDBMS	
	C/C++	Advanced	HTML5	Advanced
	Java	Intermediate	CSS	Intermediate
	C#	Intermediate	JavaScript	Intermediate

Summer Internship / Work Experience

Unity Developer, Trucube InfoTech Pvt Ltd.

Jun 2023 – Aug 2023

My roles as an Intern in this company which I carried out successfully were:

- Development in **Unity Game Engine** using **C#**. Game required to be introduced with functionalities like Mining, Farming of virtual currency by owned NFT. Also reduce their cooldown time after such sessions.
- Moreover, I also integrated SDKs **Thirdweb** and **Firebase**, for **Blockchain and Realtime Database Management Systems**.
- Worked** and **associated** with assigned Team Members from different specializations.

Graphic Designer, Pyare Foundation

Jun 2021 – Jul 2021

My roles as an Intern which I carried out successfully:

- Produce **Digital Designs** via **Adobe Photoshop** which promotes the work of NGO.

Projects

Major Project 1 – Fire Safety Training Module in VR

Aug 2023 – Nov 2023

- This project is a training module where the user can get introduced and trained on how to act in fire emergencies.
- **My Role:** I have worked with the **Unity Game Engine** and its **XR Interaction Toolkit** in order to bring the training into live action. This was all done into **C#**. While programming the functionalities I have also took care of code architecture and followed **SOLID Principles** and Singleton **Design Pattern**.
- **Tech Stack:** Unity Game Engine, C#, XR Toolkit, Design Patterns, Github.

Minor Project 2 - Exploring the Synergy and Ayurveda using Metaverse

Mar 2023 – June 2023

- This project aimed to teach and revive the ancient practices of Yoga and Ayurveda with the help of **Metaverse**.
- **My Role:** I have used **Blender** for creating the environment other 3D assets like animations. As for the Backend I have used, **JavaScript** with a Javascript library **Three.JS** for providing the required functionality of a Game Engine.
- **Tech Stack:** Blender, JavaScript, GitHub

Personal Project – Escape Room in VR

Nov 2023 – Nov 2023

- This is a demo project and is currently under development where we have to solve three puzzles under 5 mins.
- Here, I have worked **Unity Game Engine**, **C#** programming language in its development.
- I have created and used custom Interactables and Interactors with the help of **XR interaction Toolkit**.
- **Tech Stack:** Unity Game Engine, C#, Design Patterns, Github.
- **Build Link:** [Build](#)
- **Demo Link:** [Post](#)

Personal Project – Eventful Escape (A Horror Game)

Oct 2023 – Oct 2023

- This project is a typical Survival Horror game.
- Here, I have worked **Unity Game Engine** and **C#** programming language in its development.
- I have used some Design Patterns like **Singleton** and **Observer** for maintaining a single instance architecture and managing events throughout the game
- **Tech Stack:** Unity Game Engine, C#, Design Patterns, Github.
- **Build Link:** <https://github.com/Priyansh5812/Projects/tree/main/Buils/EventFul%20Escape>

Personal Project – Tank Simulation in AR

Feb 2023 – Mar 2023

- This project cannot be called game “entirely” since it has its **use case of determining the distance in real world b/w 2 points** with the help of **Augmented Reality**.
- This project is developed by me with **Unity Game Engine** and **C#** programming language
- **Tech Stack:** Unity Game Engine, C#, AR Foundation Kit, Github.
- **Demo Link:** [Demo Link](#)

Personal Project – Wordle using C/C++

Nov 2022 – Dec 2022

- This project is inspired from a browser based Wordle game, which I find quite challenging. Therefore I recreated it using C++, File Handling System and STL library.
- **Tech Stack:** C++, Github.
- **Github Link:** <https://github.com/Cpp4/Projects/blob/main/Wordle.cpp>

Accomplishments and Recognitions

- **Udemy Certified - Advance in Data Structures with C/C++**
 - Certificate: https://www.anurl.in/Certificate_DS
- **Secured 1st Position in IBM ICE Day**
 - Certificate: https://www.anurl.in/Certificate_IBM
- **Social Internship in Pyare Foundation**
 - Certificate: https://www.anurl.in/Certificate_Social
- **Unity Developer Summer Internship 2023**
 - Certificate: https://www.anurl.in/SummerInternship_Certificate
- **Secured 1st Position in International Hackathon (UHackathon 4.0 Meta)**
 - Certificate: <https://www.anurl.in/4.0MetaCert>
- **VR Developer Summer Internship 2023**
 - Certificate: https://www.anurl.in/IBM_Internship