

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		Three.JS	
	Blender		Firebase RDBMS	
Technical Proficiency/Skills	C/C++	Advanced	HTML5	Advanced
	Java	Advanced	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

Minor Project 2 - Exploring the Synergy and Ayurveda using Metaverse

Mar 2023 - current

- 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

Minor Project 1 - Veer Gatha Museum in AR and VR

Sept 2022 – Dec 2022

- This project has its purpose to preserve the events occurred in Indo Pak War 1971.
- I have worked with **Unity Game Engine** using **C#** and **AR Foundation Kit** for **Augmented Reality Development**
- Besides AR development, I have worked with **Unity's Shader Graph** for Portal Functionality.
- **Tech Stack:** Unity Game Engine, C#, AR Foundation Kit, XR Development Kit.
- **Demo Link:** [Video Demo Link](#)

Personal Project – Clicky Eats

Jun 2022 – Jul 2022

- This project is inspired by Fruit Ninja.
- Here, I have worked **Unity Game Engine** and **C#** programming language in its development.
- **Demo Link :** [Video Demo link](#)

Personal Project – Tank and Portal 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
- **Demo Link (Tank Sim) :** [Demo Link](#)
- **Demo Link (Portal Sim) :** [Video 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>

Personal Project – SQLite Database Handler for Android

Jan 2023 – Feb 2023

- This project is developed for Android with the use case of efficient retrieve of data with no Internet connection required.
- This app can be used to write down daily tasks.
- **Tech Stack:** Java, Android Studio.
- **Github Link:** <https://github.com/Cpp4/Projects/blob/main/SQLiteDatabase.rar>

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>