

Priyanshu Goel

IT Junior @ KIET Group Of Institutions

Information Technology Junior at KIET Group of Institutions.
Ready to use my skills in Game Development, Web Development and Problem-Solving Programming.

priyanshu.y.goel@gmail.com ✉

9958673071 📞

Ghaziabad, India 📍

priyanshugoel2000.github.io/ 🌐

linkedin.com/in/priyanshugoel2000 in

github.com/PriyanshuGoel2000 🐙

EDUCATION

Bachelor of Technology

K.I.E.T. Group of Institutions (Dr. A.P.J. Abdul Kalam Technical University, Lucknow)

08/2018 - Present

79.44% till 4th semester

Courses

- Information Technology

Senior Secondary

ST. JOSEPH'S ACADEMY (ISC)

2018

86%

Course

- SCIENCE

Secondary Education

ST. JOSEPH'S ACADEMY (ICSE)

2016

91.4%

WORK EXPERIENCE

Summer Trainee (Software Developer)

K.I.E.T. Group Of Institutions

05/2020 - 06/2020

Achievements/Tasks

- Developed "Friends Club", a **Java Based Application** with Backend support using JDBC.
- My Role: JDBC connectivity and Front End.
- Solved Multiple Challenging Problems using Java.
- Increased proficiency in Core and Advanced Java, including JDBC connection and MySQL Database Management.

Summer Trainee (Game Developer)

IEO MAKERS FABLAB PVT. LTD

06/2019 - 07/2019

Achievements/Tasks

- Developed "Maze Run", A 3D First-person perspective based game for **Android-based platform**.
- Learned to use Unity 3D, Blender, Visual Studio. Augmented Reality, **Game Development**, and Design Thinking.

SKILLS

Java

Problem Solving

C

C#

MS Office

Adobe Photoshop

Game Development

Web Development

PERSONAL PROJECTS

Ecommerce Website (11/2020 - Present)

- An Ecommerce website for an interior designing store using **Web Development**.
- My Role: Developed backend using **PHP** along with integrating it in the Front end, creating and managing Database and implementing payment gateway

Ludo Game

- A 2D **Android-based** Mobile Game based on famous Ludo Board Game.
- Used **Game Development** skills and tool such as Unity, C# language, Adobe Photoshop.

CERTIFICATES

Game Design and Development Specialization (10/2020) 📄

This **Specialization** from Coursera covers the theoretical and practical foundations of video game production using the Unity 3D game engine. Learned to develop a game concept; prototype, test, and iterate on ideas; and navigate licensing, marketing, and other business considerations. Credential URL:

<https://www.coursera.org/account/accomplishments/specialization/certificate/TMZN8SXMEBLC>

Java Programming: Solving Problems with Software (with Honors) (06/2020)

via Coursera. Learned to code in Java and improve programming and problem-solving skills, design algorithms as well as develop and debug programs. Credential URL:

<https://www.coursera.org/account/accomplishments/certificate/EYK3KRR35YWA>.