

# Rachit Dwivedi

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## EDUCATION

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### UIET, Panjab University

*Bachelor of Engineering, Computer Science and Engineering*

Hoshiarpur, Punjab

CGPA - 8.45 2022 - Present

### ST Anjani's Public School

*12th , C.B.S.E*

Lucknow , Uttar Pradesh

88 percent

## EXPERIENCE

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### Startup Co-ordinator

*Training and Placement Cell*

February 2025 - Present

*Part-time, UIETH*

- Spearheaded initiatives to support student-led startups, helping them with resources and mentorship.
- Organized events and pitch competitions for better networking.

### Web Developer - [Certificate](#)

*Indian Railways - Research Design and Standards Organisation (RDSO)*

28 May 2024 - 15 July 2024

*On-site Internship, Lucknow, U.P.*

- Created a functional hall booking website for RDSO staff members to book halls .
- The website consists of a sign up/login , halls availability , venues , events and a contacts page built using HTML, CSS, JS, Php and postgresql .

### Designer

*Unilance*

January 2024 - March 2024

*Remote Internship*

- Developed user interfaces for web and mobile platforms and created logos, banners, and promotional graphics to enhance brand recognition and engagement.
- Conducted user research and usability testing to refine user interfaces, resulting in more user-friendly designs.

## PROJECTS

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### Foodiewe | *Food Delivering App Design* | *Figma , Adobe Illustrator* - [View Prototype](#)

- Created a Food Delivering app design for user interfaces.
- The design shows the interface of home , Customization page , payments page ,chatbox and profile display options

### Box Bash | *Obstacle Course Game* | *C-Sharp , Unity Engine , VS Code Editor* - [Github link](#)

- developed a dynamic game, intuitive controls and immersive visuals using colliders,3D modelling and vector art.
- Proficiently used C-Sharp language and added variables , methods and timer in multiple time frames.

### Rocket Boost | *Arcade Game* | *C-Sharp , Unity Engine , VS Code Editor , Blender 3D* - [Github link](#)

- Developed a rocket game, where the player navigates a rocket to a landing pad while avoiding obstacles and walls.
- Used Blender 3D for creating 3D models and integrated audio for engine, crash, and level completion effects.

### Sharp Shooter | *FPS Game* | *C-Sharp , Unity Engine , VS Code Editor , Blender 3D* - [Github link](#)

- First-person shooter game, where the player battles enemy robots and turrets using weapons.
- Implemented a robust damage system, turret mechanics, and enemy spawn logic using NavMesh agent.

## TECHNICAL SKILLS

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**Languages:** C/C++, C-Sharp, Java , Php , HTML/CSS , Javascript.

**Skills:** Graphic Designing , UI/UX , Animation - 2D/3D , Web Development , Game Development , AI Model Training and Evaluation.

**Tools:** MySQL , Excel , Powerpoint , Figma , Adobe Aftereffects , Adobe Illustrator, Unity Engine , Blender 3D.

**Frameworks:** OpenCV, HuggingFace , Keras , Pygame.

## ACHIEVEMENTS

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- 1st position in UI/UX competition held by Algozenith in the college .
- Volunteered in GDG devfest Ludhiana held in Guru nanak dev university .
- Member of technical society and Training and placement cell of the university .
- Completed continuous 100 days DSA problem solving streak challenge on Geeks For Geeks .