

YASHIT THAKUR

B. TECH – CSE GAMING TECH

PROFILE

- **HARD SKILLS**
 - Coding Languages:
C (Advanced)
C++ (Moderate)
C# (Advanced)
Java (Moderate)
HTML/CSS (Beginner)
 - Unity
 - Adobe Photoshop
- **SOFT SKILLS**
 - Adaptability
 - Verbal and non- verbal communication
 - Open mindedness
 - Reframing

CONTACT

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FACEBOOK:
<https://www.facebook.com/Yashit007>

GITHUB:
<https://github.com/RedMonkWorks>

EDUCATION

The Hutchings High School, Pune, MH
2003 - 08

Gurukul, Rewa, MP
2008 - 13

The Brain shapers School, Rewa, MP
2013 - 17
10th M.P Board- 87%
12th M.P Board- 81.8%

VIT Bhopal University, Bhopal, MP
2018-2022
1st Semester GPA- 8.5
2nd Semester GPA- 8.7
3rd Semester GPA- 8.875

PROJECT EXPERIENCE

UNITY Game Developments

Sheru: 3D Runner Game. Made independently as project for 1st semester. Graded A.

<https://github.com/RedMonkWorks/Sheru>

Newton's Cradle: 3D Simulation of the classic pendulum marvel, made entirely with physics components provided by unity. Made as a mini project for 2nd semester. Graded A.

<https://github.com/RedMonkWorks/Newtons-Cradle>

Childs Play: 3D Runner game made for rising road safety in children. Mini project for 3rd semester. Graded A.

<https://github.com/RedMonkWorks/Childs-Play>

Bo Tron Dao: 2D Survival game. Major project made by a team of 5 students. Role in this project: Programmer, Animator and Concept Designer. Graded A.

<https://github.com/RedMonkWorks/Bo-Tron-Dao>

Enchanted: 2D Slot+Duel. Major project made by team of 5 students. Role in this project: Programmer, Animator and Concept Designer. Not graded yet.

CSE Project Developments

Semester 1: Created a port scanner in C. Graded B.

Semester 2: Library management program using files in C++. Graded A.

Semester 3: Student data management in C++. Not graded.

Semester 4: Google chrome extension acting as a hub for all VIT content such as moodle and ERP.

<https://github.com/RedMonkWorks/VIT-Bhopal-Hub>



CODER & GRAPHIC DESIGNER