

# 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  
10<sup>th</sup> M.P Board- 87%  
12<sup>th</sup> M.P Board- 81.8%

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

## PROJECT EXPERIENCE

### UNITY Game Developments

**Sheru:** 3D Runner Game. Made independently as project for 1<sup>st</sup> semester. Graded A.

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

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

**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.

**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.

## CODER & GRAPHIC DESIGNER