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| B. Tech – CSE Gaming Tech yashit Thakur |  | 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 |
| 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 PHONE:  +91 99287 92537  EMAIL:  <mailto:yashit.thakur2018@vitbhopal.ac.in>  FACEBOOK:  <https://www.facebook.com/Yashit007>  GITHUB: <https://github.com/RedMonkWorks> |  | Project Experience |  |
|  | **UNITY Game Developments**  **Sheru:** 3D Runner Game. Made independently as project for 1st 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 2nd semester. Graded B.  **Childs Play**: 3D Runner game made for rising road safety in children. Mini project for 3rd 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** |