

RISHABH KUSHWAHA

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Education

Panjab University

Bachelor of Engineering in Information Technology

2019-2023

hoshiarpur, punjab

Experience

Chicmic

August 2023 – Present

Associate Software Developer

mohali, punjab

- Developed various games in different genres such as multiplayer Action, social virtual world and Puzzle using Cocos creator, typescript, photon, tiledmap etc.
- Created multiple projects using Three.js and implemented performance optimizations such as LoD, frustum culling, instancing and more.
- Enhanced game performance by optimizing physics calculations and minimizing the number of calls for player synchronization in multiplayer scenarios.
- Conducted extensive research and development across diverse subjects. Implemented requisite changes effectively, showcasing adaptability and a rapid learning curve.

Chicmic

Jan 2023 – Jul 2023

Associate Software Developer Intern

Mohali, Punjab

- Assisted in development of the Game applications for iOS/Android using Cocos and typescript.
- Worked with Multiplayer engine photon to manage user syncing across multiple devices.
- Engaged in various stages of the Software Development Life Cycle (SDLC), including documentation and testing. Also, actively contributed to and delivered presentations on technologies utilized in Cocos.

Projects

Chat Application | React, MongoDB, Express, Node, tailwind

April 2024

- developed a real-time chat application using the MERN (MongoDB, Express.js, React.js, Node.js) stack, leveraging Socket.IO for seamless bi-directional communication between clients and the server.
- Implemented robust user authentication and authorization systems to ensure secure access to chat features, incorporating features such as user registration, login/logout functionalities, and session management.
- Integrated advanced features like real-time message delivery and online/offline status indicators using Socket.IO, enhancing the interactive and responsive nature of the chat platform.

Bubblesooter Game | cocos creator, typescript

October 2023

- Spearheaded the development of an engaging bubble shooter game utilizing Cocos Creator and TypeScript, integrating advanced matrix algorithms for precise bubble placement and dynamic level generation.
- Implemented matrix-based logic for bubble grid construction, enabling strategic bubble arrangements and ensuring challenging gameplay progression across levels.
- Implemented intricate gameplay mechanics, including bubble trajectory calculation, collision detection, and bubble grouping algorithms, ensuring smooth and intuitive user experience.
- Leveraged TypeScript's strong typing system to create robust and maintainable code, enhancing development efficiency and codebase scalability throughout the project lifecycle.

Social media app | React, MongoDB, Express, Node

October 2020

- Conceptualized and developed a dynamic social media application as a personal project, leveraging React.js for frontend development, Node.js and Express.js for backend functionalities, and MongoDB for database management.
- Implemented a wide range of features including user authentication, multimedia content uploading (images and videos) and integrated advanced pagination mechanisms to efficiently handle large datasets, ensuring smooth scrolling and user-friendly browsing of the feed.
- Implemented robust searching and filtering functionalities, enhancing content discoverability within the application, thereby providing users with a seamless and efficient browsing experience.

Technical Skills

Languages: C++, Typescript, Javascript, Cocos Creator, C, HTML/CSS

Developer Tools: VS Code, Git, GitHub, Android studio, Xcode

Technologies/Frameworks/Libraries: React, Express, Node, Three.js, Photon, Linux

Database: MongoDB, Postgres