Shashwat Kashyap

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Education

Manipal University Jaipur, School of Computing and Information Technology, Jaipur (2018-2022)-

B-Tech - Information Technology
Coursework: Coding Languages(C, Java, Python, Assembly x86), Data Structures ,Database Management, Data science

Backstage Pass Institute of Gaming and Technology, Bengaluru (2021-2022) in collaboration with Lincoln University College (LUC), Petaling Jaya, Malaysia

Adv. Diploma – Game Development
Coursework: Coding Languages(C#, C++), .NET framework, Unity 2D and 3D

Projects

Interactive 2D single player games in Unity:
- Collection based game where different types of collectibles spawn randomly and collide with a player-controlled object.
- A mathematical game implementing binary search algorithm using dynamic UI/UX and HUD elements.
- A button tap based game where randomised objects spawn on either side of the user-controlled character.

Crowd Distancing using Machine Learning (April 2021):
• Built a model using Python and YOLO v3 algorithm to predict the distance people in a live video feed.

Skills

Programming languages: Python, C#, C, JAVA, C++.

Skills: Game Development, 3D modelling

Interests: 2D and 3D Game Development, Game Engine Development

Tools: Unity, Unreal Engine 4, Blender

Platforms: GitHub, Linux, Visual Studio, Google collab

Frameworks and Processes: Git, Object Oriented Programming

Certifications

- **Python**: Jose Portilla, Head of Data Science, Pierian Data Inc. (Udemy)

- **Unreal Engine 4 (3D)**: David Nixon, Software Developer (Udemy)