

SANTOSH GOYAL

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Education

Pandit Ravishankar Shukla University

Bachelor of Computer Application (CGPA 8.89)

June 2019 - May 2022

Raipur, Chhattishgarh

Vellore Institute of Technology

Masters of Computer Application (CGPA 9.03)

September 2022 - May 2024

Chennai, Tamil Nadu

Relevant Coursework

- Data Structures
- Database Management
- Networking
- Web Development
- Machine Learning
- Computer Architecture
- Algorithms Analysis
- Deep Learning
- Cloud Computing

Technical Skills

Languages: C Sharp, Java, C, C++, JavaScript, SQL

Developer Tools: VS Code, Unity, GitHub, Eclipse, Google Cloud Platform, Jupyter Notebook, Google Colab

Experience

Qneuro Pvt. Ltd.

Game Developer Intern

Aug 2023 - Jan 2024

Chennai, Tamil Nadu

- During my game development internship, I embarked on a journey from foundational learning to gaining proficiency in Unity, developing a variety of 2D and 3D games for Android, Windows, and WebGL platforms. Starting from scratch, I quickly advanced to creating optimized, high-performance games that maintained smooth FPS across different devices.
- I gained hands-on experience with Shader Graph, NavMesh AI, 2D and 3D animation, and game physics, applying these technologies to enhance visual fidelity, AI behavior, and overall gameplay. This internship provided me with a solid technical foundation and practical skills in Unity, driving my growth from a beginner to an intermediate game developer.

ONE

Game Developer Freelancer

Jan 2024 - Mar 2024

Sambalpur, Odisha

- As a freelance game developer, I specialized in designing and developing a diverse range of 2D and 3D educational games aimed at enhancing student engagement and learning outcomes. Throughout these projects, I honed my expertise across the full game development lifecycle, including narrative construction, intricate level design, high-quality graphics and character creation, and the implementation of complex game mechanics.
- I also gained proficiency in optimizing WebGL projects for seamless performance on web platforms, ensuring that each game delivered an exceptional user experience. Additionally, I developed advanced skills in particle effects, leveraging them to create visually immersive environments that elevate gameplay.
- This role provided a deep understanding of both the technical and creative dimensions of game development, equipping me with a comprehensive skill set that spans from concept to deployment.

SkilledSet

XR Developer

Feb 2024 - Present

Bhubneswar, Odisha

- I am deeply engaged with Meta VR technology, where I create immersive worlds and captivating gameplay experiences for VR games. I am continuously expanding my expertise in AR development, working on an Android AR navigation application that seamlessly integrates Google Map Tiles to enhance real-world navigation with augmented reality.
- Additionally, I am actively contributing to a Mixed Reality project, designing an industrial virtual training program that blends real and virtual environments to revolutionize training processes.
- This ongoing work allows me to stay at the forefront of immersive technology, pushing the boundaries of VR, AR, and Mixed Reality innovation.

Projects

Battel City | Unity3D, C Sharp

January 2022

- This is a 3D Tank shooting game build in Unity where the player have to protect his master statue by destroying enemy tanks in a maze like level, having specific number of lifes to clear the entire game.
- There are 4 different type of enemy in the game with different characteristic and different power level. Implemented NavMeshAI to make the Enemy movement unpredictable as well as priority based approach is used for target selection.
- I have implemented a 3rd person camera in the game to have a easy game play. There a lot of powerups concept is also there which will help the player to achieve the end goal.

- Soccer.io is a 3D hyper-casual game developed in Unity, featuring an arcade-style soccer experience. The game includes two main modes: a 4v4 local multiplayer mode where players compete against each other, and a player vs. computer mode where one player faces off against three AI-controlled bots.
- The objective is to score the highest number of goals within a set time limit. The game combines the fast-paced nature of arcade games with the strategic elements of soccer, offering a unique and engaging experience.
- There are different scene for player such as Ball selection, skin selection, ground selection and of course the main menu and the game play scene. This game is made for android user with a horizontal view approach.

Dungeon Escape | *Unity2D, C Sharp*

November 2022

- Dungeon Escape is a 2D Action-RPG game developed in Unity, where players navigate through various stages of a dungeon, culminating in an epic final boss battle.
- The game features a perspective camera view and utilizes tilemaps for intricate level design, enhancing the visual and gameplay experience. Players face different types of enemies, adding layers of difficulty as they progress.
- Unity Ads are integrated for monetization, providing a seamless blend of gameplay and revenue generation. The game challenges players to strategize and overcome obstacles in their quest to escape the dungeon.

MR.Builder | *Unity, C Sharp, MR*

November 2022

- MR. Builder is a mixed reality game developed using Unity and the Meta All-In-One SDK. The game immerses players in a virtual environment where they navigate through various components of a PC cabinet such as the CPU, Graphics Card, RAM, and Fan to select and assemble high-end parts within a set budget.
- It provides a lifelike shopping experience, making users feel as though they are physically selecting products in a store.
- The Meta All-In-One SDK is utilized to create intuitive interactions and deliver a detailed visual representation of each component, enhancing the overall user experience.

FPS Shooter VR | *Unity, C Sharp, VR*

November 2022

- FPS Shooter is a Virtual Reality game where players infiltrate an enemy hideout, tasked with eliminating enemies stealthily. The game showcases advanced enemy AI, utilizing NavMesh AI for realistic enemy movement and behavior, creating a challenging and immersive experience.
- The game engine is highly optimized to ensure smooth performance in a VR environment. Additionally, detailed recoil and particle effects enhance the realism of the shooting mechanics, providing a satisfying and visually engaging experience.
- The combination of these elements results in a polished and immersive VR shooter that challenges players to strategize and execute their missions effectively.

Research Work

Literature Survey | *Blockchain, C++, MATLAB*

September 2023 - December 2023

- This report outlines the comprehensive and innovative design for data transmission in wireless sensor networks that leverages the power of blockchain technology and Cross Layer Design to enhance security, scalability, energy efficiency and the lifespan of the network.

Blockchain Based Secure Cross Layer Design for WSN | *Blockchain, C++, MATLAB* January 2023 - July 2023

- The proposed cross-layer design integrates blockchain at the cross-layer layer to provide secure and decentralized data storage, communication, and processing. By implementing blockchain, the proposed design addresses key challenges in WSNs such as node compromise, data integrity, and scalability.

Certification

The Ultimate Guide to Game Development with Unity*Udemy*

1st December 2023

- It is a comprehensive course on Udemy that covers the full spectrum of game development using Unity. The course delves into key aspects such as C Sharp scripting, 2D and 3D game creation, physics, AI, and animations. Through hands-on projects, I gained practical experience in building games from the ground up, optimizing performance, and implementing advanced features like shaders and particle systems. This course provided me with a solid foundation in Unity, enabling me to create professional-grade games across various platforms.

The Foundation of Project Management*Google*

24th May 2023

- It offers a robust introduction to project management principles and practices. The course covers essential topics such as project planning, time management, stakeholder communication, and risk management. Through real-world scenarios and hands-on exercises, I gained a deep understanding of managing projects effectively from initiation to completion. This course equipped me with the skills to organize, prioritize, and execute tasks efficiently, laying a strong foundation for successfully leading projects in any professional setting.