SHASWATA BHATTACHARYYA

Student

OBJECTIVE

Seeking a software developer internship position.

TECHNICAL SKILLS

- **Java**
- **C, C++**
- **Unreal Engine 4**
- **Python**
- **Git, GitHub**
- **IntelliJ, Eclipse**
- **CodeBlocks, Visual Studio**
- **Umple**
- **Unity**

INTERESTS AND ACTIVITIES

- **Member of GameDev Mcgill**
- **Member of the McGill Robotics Club**
- **Game Design**
- **Artificial Intelligence**
- **Virtual Reality**
- **Eager to learn about any new technology**
- **Video Games**

POWER SKILLS

- **Creativity**
- **Time management**
- **Teamwork**
- **Problem solving**
- **Planning and analysis**

CONTACT INFORMATION:

Email:shaswata.bhattacharyya@mail.mcgill.ca
Phone: 8801746580050
GitHub: https://github.com/Shaswata79

PROGRAMMING PROJECTS

Particle Fire Explosion

Technologies used: *C++*
https://github.com/Shaswata79/Particle-Fire-Explosion

A beautiful simulation of thousands of particles exploding from the center and eventually imploding on itself. The **SDL** graphics package was used.

Projectile Simulation

Technologies used: *Java*
https://github.com/Shaswata79/ProjectileSimulation

This **Java** project uses graphics, **data structure(binary tree)** and **UI** to simulate the projectile motion of multiple balls. The size, speed and friction coefficient can be changed by users.

Building Escape

Technologies used: *C++, Unreal Engine 4*
Link to gameplay video: https://www.youtube.com/watch?v=MCLNNVynpxg
https://github.com/Shaswata79/Building-Escape

A simple **adventure game** developed using **Unreal Engine**. The player has to find the correct object which can be placed on a pedestal to open the door. Exiting through the door ends the game. Used UE4 features like **gameplay blueprints**.

Simple Shooter

Technologies used: *C++, Unreal Engine 4*
Link to gameplay video: https://www.youtube.com/watch?v=cxqOxLixI_4
https://github.com/Shaswata79/Simple-Shooter

A **third-person shooting game**, built using **Unreal Engine**, where the player has to kill off all the enemies (while staying alive!) to win the game. This project was part of an online course on UE4. Used advanced UE4 features like **gameplay blueprints** and **behavior trees**.

FlexiBook

Technologies used: *Java, Umple, Cucumber*
https://github.com/F2020-ECSE223/ecse223-group-project-p4

A **business-ready software** that facilitates the interactions between the business owner and customers. Owner can manage business information, service and appointments. Customer can book appointments for services. This academic project was done as a team of six members. Learned **behavior-driven development** in **Java**. Made use of **model-view-controller** pattern.

EDUCATION

BEng Computer Engineering

McGill University
Montreal, Quebec, Canada

09/2019 - Ongoing
CGPA: 3.76
Admitted with James Undergraduate Scholarship
Relevant courses completed or currently in progress:

- Algorithms and Data Structures
- Introduction to Software Engineering
- Linear Algebra
- Probability and Statistics

RELEVANT ONLINE COURSES COMPLETED

- Advanced C++ Programming
- Unreal Engine C++ Development