



Shikhar Bind

Roll No.:200108049

B.Tech - Electrical and Electronics Engineering

Indian Institute Of Technology, Guwahati

+91-9648852059

b.shikhar@iitg.ac.in

shikhar.bind2010@gmail.com

LinkedIn | Github | Portfolio

EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Tech. Major	Indian Institute of Technology, Guwahati	7.84 (Current)	2020-Present
Senior Secondary	CBSE Board	85.6%	2019
Secondary	CBSE Board	9.6	2017

PROJECTS

- **Campus Rush** Oct. 2021 - Feb. 2022
Coding Club, IIT Guwahati [Itch.io](#)
 - Programmed game mechanics, scoring system, player movement and animation, UI and integrated different models with the programming interface to create a virtual recreation of IIT Guwahati using **Unity Game Engine**.
 - Created Authentication System and linked game with **MySQL** Database using **PHP** as a bridge between C# and MySQL to create an online realtime leaderboard.
 - Worked on synchronisation of events across the server and multiple clients for a multiplayer prototype of the game using **Unity Netcode**.
- **Campus OLX** June 2022
Coding Club, IIT Guwahati [Website](#) | [Github](#)
 - Created a trading system and managed user's profile, product's information and authentication using **Django** to make a website where one can sell or buy a used product.
 - Designed Layout and User Interface using **Bootstrap**.
- **Cepstrum Website** May 2021 - Nov. 2021
Cepstrum, IIT Guwahati [Website](#) | [Github](#)
 - Used **Bootstrap** and **CSS** to update Layout and User Interface of webpages of the cepstrum website.
 - Worked in back-end of the cepstrum website using **Django** framework.

TECHNICAL SKILLS

- **Programming:** C, C++, C#, Python*
- **Web Development:** HTML, CSS, Bootstrap, Javascript, PHP, Django
- **Database Management:** MySQL
- **Game Development:** Unity Game Engine
- **Tools/Frameworks:** Numpy*, Pandas*, Scikit-learn*
- **Miscellaneous:** Game Design * Elementary proficiency

KEY COURSES TAKEN

- **Computer Science:** Introduction to Computing, Computing Laboratory
- **Electrical and Electronics:** Principles of Electrical Engineering, Digital Circuits, Analog Circuits, Signals and Systems, Control System, Probability & Random Processes

POSITIONS OF RESPONSIBILITY

- **Joint Secretary**, GameDev and Esports Club, IIT Guwahati May 2022 - Present
 - Reinstated and heading GameDev module of the club to promote game development culture in IIT Guwahati campus and India.
 - Organized a game development course for beginners with participation of about 200 students.
- **Coordinator**, Coding Club, IIT Guwahati May 2021 - Apr. 2022
 - Worked in PR and Workshop organization for Respawn Game Jam 2022, IIT Guwahati.
 - Worked in organization of 7 Days of Modelling, a 3D modelling contest.

ACHIEVEMENTS

- **Techevince 8.0**, Got best project award for Campus Rush among 110 research and technical projects. 2022
- **Respawn Game Jam**, Secured a position in top 1% among more than 200 candidates in the Game Jam. 2022
- **Joint Entrance Exam Advanced 2020**, Secured All India Rank 5453 among 0.15 million candidates. 2020

EXTRACURRICULARS

- **Game Development Course**, Completed the Game Development Course of Coding Club. 2021
- **Cepstrum Webops**, Worked in Webops team of Cepstrum. 2022
- **Cepstrum Mentorship Programme**, Mentored 4 mentees in the mentorship program for a year. 2022