

## EDUCATION

VIT Bhopal University, (B.Tech)

2023-2027

- **Bachelors of Technology** in Computer Science And Engineering

## RELEVANT SKILLS

**Technologies:** Unreal Engine, Convai, Python, SQL, C, C++, JavaScript, HTML, Matlab, MySQL, Mixamo

- **Frameworks:** Unreal Blueprinting, Metahumans.Ai, Quixel Megascans, Advanced Locomotion systems, Pandas, Numpy
- **Language Skills:** Native Hindi Speaker, Fluent in English.

## PROJECTS-

**TheZradaThai**

2024-Present

**Level Designer and Creative Head, (Unreal Engine)**

- Worked in a collaborative environment in a game jam to develop a story based Game.
- Directed the overall level design which contributed towards making a challenging and more visually appealing 3D environment.
- As the creative head, worked on shaping the aesthetics, color palettes and artstyle of the game.
- The Aesthetics of the game was based on dark gothic sub european themes which embraced the grunge art style.
- Created a visually appealing and interactive game menu that included a theme appropriate music and interactive buttons.

**Third person Shooter**

10/2024

**Unreal Developer, (Unreal engine)**

- Developed game levels based on a medieval setting revolving around European castles, making the gameplay more challenging and engaging.
- Developed game systems through unreal engine blueprinting designing schematics and nodal based functions such as inventory system, shooting mechanics, pickup mechanics, movement mechanics and fully working weapon system.
- Worked in the unreal mesh space to design, develop and implement textures, resources and lighting engine and modeled the level.
- Developed character and world animations, involving processes like character rigging, animation blending by using mixamo animations and in-engine animation tools.
- Implemented top of the line game physics and mechanics that enhanced realism by designing parameters revolving around the PhysX engine integrated framework and simulation mechanics such as time dilation and ragdoll.

**Castle Environment**

09/2024

**Unreal Developer, (Unreal engine)**

- Developed a scenic landscape through the landscape tools which consisted of mountains, river streams and castles to give an authentic glimpse into a medieval European setting .
- Used Unreal 3D-Modeling tools to design level and level assets in a way that is period correct and showcases realism and utilized Quixel megascans(now Fab) to further add vegetation.
- Implemented real time physics for various assets such as water, water streams and water movements, trees and wind effects and the character movement.
- Added Ray Tracing to the entire level and made the lighting engine for the entire game.

**Metahuman Project**

8/2024

**Unreal Developer, (Metahuman.ai, Convai)**

- Developed two metahuman Ai models Using Metahuman.ai and Convai to target specific needs and requirements nominally Pavan, A Bhopal Tour Guide, and Eco Engineer, an environment betterment AI.
- Worked in the development and implementation of The Metahuman API and calibration process of the model by using AI prompting and Model training.
- Designed the Unreal Corporate environments for the AI Implementation.

## ACHIEVEMENTS & EXTRA CO-CURRICULARS

**Aditya'24 Geeks For Geeks GameJam Event, VIT Bhopal University, M.P.**

02/2024

- Facilitated with The best game projects in the Game Jam event in collaboration with Geeks for Geeks Game.
- The program involved making a AAA game under a set course of time. The project mentioned evolved into The ZradaThai.
- The results were judged on the basis of game play experience and player votes.

**Passion for literature and Poetry**