Shubham Priyadarshi

Student

A dedicated student determined to apply his knowledge and skill set in a dynamic organization and make his career in game development.

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- 📅 08 October, 1997
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EDUCATION

Bachelor of Engineering
Zeal College of Engineering & Research, Pune

06/2015 – Present   7.54 SGPA (Up-till now)

Courses
- Computer Engineering

XII CBSE Board
Cambrian Public School, Ranchi

2014 – 2015   73.52%

X CBSE Board
Cambrian Public School, Ranchi

2012 – 2013   8.8 CGPA

PERSONAL PROJECTS

GreySky (04/2019 – Present)
- An RPG with Procedurally Generated Dungeons and some roguelike elements.
- Borrows inspiration from Secret of Mana and Legend of Zelda 2D series.
- Planned to have fully fledged Co-op capability.
- Currently in development on Unity3D engine.
- Source code: https://github.com/ShubhamPriyadarshi/GreySky

Bounce Run (06/2016 – 07/2016)
- First Unity project, based on Nokia's game Bounce.
- Tap based controls for changing motion direction and jump.

SKILLS

Skill	Level
C/C++	●●●●○
C#	●●●○○
Unity3D	●●●○○
Python	●●●○○
JavaScript	●●●○○

VOLUNTEER EXPERIENCE

Technical Lead at Mozilla Club Zeal (2016 – 2017)
More info on mozclubzeal.github.io

Conducted Workshop on Privacy Awareness at ZCOER (2016)
Covered the topics of Cyber Security and Net Neutrality.

Conducted Seminar on Procedural Content Generation at ZCOER (04/2019)
Covered the evolution and use of Procedural Content Generation in Game Industry, with it's drawbacks and future scope.

LANGUAGES

English
Full Professional Proficiency

Hindi
Native or Bilingual Proficiency

INTERESTS

Gaming   Singing   Working Out

Playing Guitar/Ukulele   Philosophy   Reading