NISHANT VERMA

GAME PROGRAMMER | GAME LEVEL DESIGNER | GRAPHICS DESIGNER

CONTACT

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https://nishantverma11-portfolio.vercel.app/

SKILLS

Unreal Engine

C++, Java

HTML, CSS

Tailwind, NextJS

Adobe Photoshop, Illustrator, InDesign
AfterEffects

EDUCATION

BTECH - CSE with Gaming Technology

Vellore Institute of Technology

2020-2024

Relevant courses included Data Structures
and Algorithms, Game Programming,
HTML5 Game Development etc.
GPA - 8.64

Online Course Work

Udemy, Coursera

2021-Present

Completed coursework on topics such as
Game Development using Unreal Engine,
Complete Guide to Maya, Creating Realistic
Levels in Unreal Engine.

LANGUAGES

English

Hindi

Sanskrit

PROFILE

I am a Game Developer and a Graphics Designer. My Niche is Game Programming,
Level Design, Logo Design and Branding. I also posses skills in Web Development.

With over 3 years of professional experience, I always look for new and innovative
ways to turn visions into reality. Let's connect and explore the wonderful world of
games and design together, Shall we?

PROFESSIONAL EXPERIENCE

Full Stack Developer | Intern

Ethnus - Codemithra   AUG 2023 - NOV 2023

- Worked as an Intern, learning Full stack web development involving technology
  stack - MongDB, ExpressJS, ReactJS, NodeJS.
- Developed several websites as part of ongoing evaluation assignments during
  the tenure.
- Was Lead Frontend developer and support Backend developer for the Final
  Project.
- Final Project was a group task consisting 5 members.
- The team had to develop a website showcasing inventory management system.
- Additional Features - Complete Shopping Experience with payment gateway
- Deployed Project can be found on Portfolio website.

Graphics Designer | Intern

Teachnook - IIT bhubaneswar   OCT 2022 - DEC 2022

- As an Intern, gained skills in using Adobe Creative Suite (Illustrator, Photoshop,
  AfterEffects, InDesign) proficiently.
- Followed a practical oriented learning process, creating several illustrations
  during the tenure.
- To mark the completion, one minor and one major project was to be created.
- For the minor project, a logo animation was made for a hypothetical brand
  proving good command on AfterEffects and Illustrator.
- For the major project, a complete brand identity was to be created from scratch
  for an existing or hypothetical brand.
- Minor Project is available Here
- Major Project can be viewed Here

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EXTRA CURRICULARS

- Bronze Medalist in Wushu State Championship, 2023.
- Mixed Martial Arts practitioner.
- Certified Ethical Hacker with official license.
- Part of Back to Back Cricket Champions team in Advitya `22 and `23 and Runner-ups in Aahvan `23.
- Part of Winning Cricket team in Interschool KSS tournament 2017.
- NSTSE Gold Medalist.
- 2 times Silver Medalist in U-16 District Skating cometition.
- Title holder of Best Explanation of Book in Interschool Book Mahotsav.

HOBBIES

- Gaming.
- Guitarist.
- Music Production.
- Tattoo Designing.
- Avid Book reader.
- Occasional Poet/Writer.

PROFESSIONAL EXPERIENCE

Game Projects

AR/VR - A comprehensive Research   OCTOBER 2022

- A research paper written on AR and VR and its uses in real world.
- It was a group project consisting of 3 members.
- I was the team lead for the entirety of the project.
- The paper was accepted to be published by IJIRE.
- Proof of acceptance and Paper - Google Drive link

Meteor Crush   APRIL 2023

- It is an arcade style 2D space shooter game developed during a Hackathon organized by Zynga Games.
- It was a team project consisting of 4 members.
- My roles for this project were that of Lead Game Programmer and Level Designer. I also assumed leadership position for the team.
- Unreal Engine 5 was the main tool used alongside with Blender and Ableton Live

Revolution - X   OCTOBER 2023

- It is a single player 3rd person shooter based in a high tech dystopian future.
- It is a Research based team project consisting of 4 members and is capstone project for completion of Undergrad study.
- My roles for this project are that of Lead Game Programmer and Level Designer. I also am the team leader.
- Unreal Engine 5 is the main tool used alongside with Blender and Ableton Live.
- This game involves the use of facial recognition to asses players and dynamically adjusts the difficulty of the game.

Graphic Design Projects

Better (Fashion Brand)   FEBRUARY 2024

- "Better" is a hypothetical fast fashion brand where products are made with expert craftsmanship.
- It was a solo personal project for Logo design and branding.
- The tools used are Adobe Illustrator, Adobe Photoshop and InDesign.
- The branding and logo design was done by keeping in mind the values of the company which are Royalty, sense of wonder and be lively.

Client Work (Freelance)   MARCH 2024

- A Logo design and Branding project for a client who is a 3D designer and artist.
- It was a solo freelance project.
- The tools used are Adobe Illustrator, Adobe Photoshop and InDesign.
- The branding and logo design was done by keeping in mind the values of the client which are professionalism and elegance.

*All projects are available on my portfolio website.