

Yash Vardhan Maurya

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github.com/Yash-Vardhan-Maurya

EDUCATION

Indian Institute of Information Technology Kota

July 2019 - July 2023

B.Tech Computer Science and Engineering CGPA: 7.9/10

Coursework: Object-Oriented Programming, Algorithms & Data Structures, Operating Systems,
Database Management Systems

Sunbeam School - Lahartara, Varanasi

May 2016 - May 2018

Senior Secondary Education CBSE Grade: 91.8/100

St. Joseph's Convent School, Varanasi

May 2014 - May 2016

Secondary Education ICSE Grade: 91.3/100

EXPERIENCE

Wizwack Studios | Game Development and Back end Intern

July 2021-Jan 2022

- Built games from scratch and worked on pre-existing games in unity 3D for business purposes.
- Worked on the backend in node.js to build the user sign-up page.
- Collaborated with the design team to flush out the exact requirements for the gaming features.
- The game is launched now with 5K+ active users and helped the organization reach out to 100K+ clients.
- Tech Stack: C#, Unity 3D, Node.js

PROJECT

Automatic Question Generator, Software [\[Link\]](#)

Jan 2022 - May 2022

- A Machine Learning software made using Python for research and business purposes.
- The software generates an exhaustive list of questions(polar, MCQ, and fill-in-the-blank) out of a given paragraph as input.
- Tech Stack: Python, Open AI GPT-2 Transformer.
- Used the concepts of NLP, and Keyword Extraction Algorithm to extract the texts, parse tokens and prioritize the questions.

Roller Madness, Game [\[Link\]](#)

May 2021 - June 2021

- A single-player interactive game made using unity 3D for entertainment purposes.
- A player must collect falling points and the score will be assigned based on that.
- Tech Stack: C#, Unity 3D
- Used Prefab Spawning to further enhance the performance of the game.

Shoot 'em Up, Game [\[Link\]](#)

June 2021 - July 2021

- A single-player first-person shooting game made using unity 3D for entertainment purposes.
- The player is awarded points based on time elapsed which can be altered by shooting at power-ups.
- Tech Stack: C#, Unity 3D, Blender
- Used Raycast Shooting and Object Pooling to implement better and faster shooting.

Image Editor, Software [\[Link\]](#)

Dec 2019 - Jan 2020

- A utility software made using Python for image editing purposes.
- The software allows the user to freely modify and edit an image in a GUI-based environment.
- Features: brightness, crop and rotate, change pixel structures, flipping, freehand drawing, and effects.
- Used python libraries PIL and Tkinter.

SKILLS

- C#, C++, SQL, Python, Unity 3D, NodeJs, Firebase, HTML

EXTRA-CURRICULAR

- Led a team of Nukkad and secured 2nd position in fests.
- Lead a team of 4 members into a gaming match of CS Go and made it into the finals.
- General Secretary of the Incognito (the cultural club of IIIT Kota).