

YASH CHAWLA

Software Engineer

9760468676 yashchawla030@gmail.com www.linkedin.com/in/yashchawla030 https://yashchawla.vercel.app/

SUMMARY

Result-oriented software engineer with almost one year of experience in Unity game development and software engineering. Dedicated to creating interactive games and delivering high-quality software solutions.

EXPERIENCE

Associate Software Engineer

Accenture

Kolkata

10/2023 - Present

- Completed comprehensive training in SAP SD.
- Applied practical knowledge of SAP S/4HANA to optimize business operations and data management.
- Conducted independent research and learning to deepen understanding of SAP functionalities.
- Contributed insights and recommendations for SAP system improvements based on training and practical experience.

Internee

Oritso Private Limited

Noida

07/2022 - 09/2022

- Received the opportunity to learn ASP.Net Core and Angular Framework.
- Created an ERP Portal using AngularJS and integrated the web interface with Google-map Api for login details purpose.

SKILLS

Unity Engine, Game Development, C#, GitHub, C++, HTML, CSS

EDUCATION

Bachelor of Technology (CSE)

Graphic Era Deemed to be University, CGPA 8.42/10

Dehradun

2019 - 2023

Senior Secondary

Delhi Public School, CGPA 8.0/10

Roorkee

2018 - 2019

Secondary

Delhi Public School, CGPA 9.0/10

Roorkee

2016 - 2017

PROJECTS

Online Library Management System

09/2020 - 10/2020

- This system will help you manage a college/school library and will keep record of book issue services and history.

Voice Based Email Service For blind people

05/2021 - 06/2021

- The system will not let the user make use of keyboard instead will work only on mouse operation and speech conversion to text.

Chat-bot in Python

05/2022 - 06/2022

- A chat-bot that can ask for queries and try to resolve them along with taking the ratings of the quality.

Music Streaming Web Application

01/2023 - 04/2023

- This application allows users to listen to songs and also search for songs using search bar. This is developed using the MERN stack and Content based filtering is used to recommend similar songs for the searched song based on artist or genre.

Impossible Win

<https://play.unity.com/en/games/ab9ca774-d743-4934-b51d-4e242fae1941/impossible-win>

- Designed and developed "Impossible Win," a casual game available for desktop platforms and playable via Unity Play, a WebGL service for browser-based gaming. This project marks my inaugural venture into game development, with ongoing plans for updates and feature enhancements.

Multiplayer Horror Game (Ongoing Project)

https://drive.google.com/drive/folders/1GaBb1SCfzclqi-Xe3xX9kZdTcamwjFkv?usp=drive_link

- Independently developing a multiplayer horror game focused on immersive gameplay and advanced graphics. Responsibilities include designing gameplay mechanics, implementing multiplayer functionality, and optimizing performance.
- Managed project files, design documents, concept art, and development progress videos on Google Drive for easy access and review.