Name: Akash Malhotra
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Objective:
Game Developer with experience in Unity, Unreal Engine, and game physics. Passionate about creating immersive gaming experiences using cutting-edge technology.

Education:

- B.Tech in Game Design & Development, SRM University (2019-2023)

Skills:

- Game Engines: Unity, Unreal Engine
- Programming: C#, C++, Python
- Game Design: 3D Modeling, Physics Simulation, AI for Games

Projects:

- **Multiplayer Battle Royale:** Developed a multiplayer FPS game using Unity and Photon networking.
- **AI-based NPC Behavior:** Designed an AI system for NPC interactions in an open-world RPG.
- **Mobile Arcade Game:** Created a physics-based arcade game with 500K+ downloads on Play Store.

Certifications:

- Unity Certified Developer
- Game Development with Unreal Engine – Udemy

Internship Experience:

- **Game Developer Intern at Ubisoft (2023)**
    - Assisted in the development of AI-driven enemy behavior for an AAA title.
    - Optimized rendering performance, improving FPS by 20%.

Achievements:

- Won "Best Indie Game" award at the Global Game Jam 2023.
- Built an open-source game physics engine used by 50+ indie developers.