Angad Kambli

GitHub | angadkambli@gmail.com | LinkedIn

Education

Indian Institute of Technology, Roorkee   **July 2019 – Expected May 2023**
B.Tech in Computer Science and Engineering   CGPA: 8.927/10

Experience

Google Summer Of Code'21 | Godot Engine | Details   **June 2021 - August 20211**
- Implemented the pseudolocalization feature in Godot Engine - a game engine written in C++.
- Pseudolocalization as the name suggests, simulates localization to ease the internationalization flow in projects.

Projects

Rootex | SDSLabs, IIT Roorkee | Github   **May 2020 - Present**
- Rootex is a **3D game engine** written in C++, based on a semi-ECS(Entity Component System) architecture developed by SDSLabs.
- Designed and implemented a performant content browser for the engine, a dialogue system and also worked upon making the cameras and their movements flexible.

Outrun Chase | SDSLabs, IIT Roorkee | Gameplay   **May 2020 - Present**
- Outrun Chase is a 3D multiplayer racing/shooting game made in Godot Engine
- Implemented major gameplay mechanics, user interface, modified the multiplayer code to support a minimal NodeJS server based multiplayer in addition to the existing LAN based multiplayer and improved the existing LAN based multiplayer flow.
- The game was featured in the July 2021 edition of GodotCon.

Attendo | Course project | Github   **September 2020 -November 2020**
- Attendo is a mobile app aiming to streamline the attendance process in classroom settings. This was made as a course project for Object-oriented analysis and design course(CSN-291).
- It was made using the Flutter framework and coded in Dart. It uses NSD to register and discover services on the network along with socket programming to facilitate marking attendance over Wi-Fi.
- Implemented a number of screens and set up the architecture for Network Service Discovery (NSD) and Socket Programming which was used as an API for the rest of the project by other members.

E-ID Card Admin Portal | SDSLabs, IIT Roorkee   **February 2021 - April 2021**
- Implemented the frontend for the IIT Roorkee's E-ID card website's admin portal in ReactJS.
- Used AG Grid for displaying tables and Redux for state management.

Image Processing in CUDA | Course Project | Github   **November 2020 - December 2020**
- This was made as a course project for the Computer Architecture and Microprocessors course(CSN - 232).
- This project involved implementing image filters like the Sobel edge detection filter, Bokeh, Gaussian and average blur and the Canny Edge detection algorithm with a special focus on optimizing it.
- All the code was parallelized using CUDA.

Sentience - A 2D Platformer Game | Course Project | Github | Gameplay   **March 2021 - May 2021**
- Sentience is a 2D platformer game developed in the Godot Engine as a project for the Software Engineering course (CSN-254).
- Developed and designed the gameplay systems and mechanics such that building levels upon it would be as intuitive and fast as possible.
- Implemented the player state machine, some parts of the UI and also designed some levels, in addition to designing the assets for the game.

Achievements

- **2nd position in Gaming category** of National Level Hackathon 59 Atmanirbhar Bharat 2020

Technical Skills

Computer languages: C++, Javascript, Rust, Dart, HTML, CSS, PHP
Software Packages: Flutter, Blender, Godot, Latex, Visual Studio, ReactJS, Git, Linux, Android Studio

Leadership / Extracurricular

Developer | SDSLabs, IIT Roorkee   **January 2020 - Present**
- Involved in **maintaining**, **developing,** and **testing** applications for campus students as well as those open to the internet
- Regularly conducted hackathons, public lectures, and competitions to foster the technical culture on the campus.

Member (English Editorial) | Kshitij : The Literary Society   **August 2019 – Present**
- Kshitij is the campus literary group of IITR - it is involved in organizing literary events and competitions.

Volunteer | NGO, Relations and Sponsorship Cell (NSS)   **July 2019 - June 2020**
- As a volunteer in NSS, I was involved in the organization of guest lectures, blood donation camps and other events.