

CONTACTS

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TECHNICAL SKILLS

LANGUAGES:

JavaScript, TypeScript, C++, Python, HTML, CSS, C#

FRAMEWORKS/LIBRARIES:

Node.js, Sails.js, Bootstrap, React, NumPy, Pandas

DATABASE:

SQL, MongoDB,

CORE SUBJECTS:

Data Structures, DBMS, Object Oriented Programming, Cloud Computing

TOOLS/SOFTWARE:

Unity3D, Visual Studio, Postman
Adobe: Illustrator, Photoshop, Blender, Git, GitHub

ACHIEVEMENTS

DESIGN HEAD IAESTE JECRC 2019-2020.

TECHNICAL DESIGN HEAD in University Fest.

COORDINATED 2 events, Hackathon & Pixellate on University level.

CERTIFICATIONS

[Python for Everybody by Coursera](#)

[Introduction to Git and GitHub](#)

[Introduction to Game Development](#)

[Julia Scientific Programming](#)

[Introduction to Machine Learning](#)

ANVIKSHIK PRATAP SINGH CHAUHAN

As a software developer, I love exploring new technologies and leveraging them to solve real-life problems. I'm driven by the will to create an impact and encourage diversity in communities; and seeking opportunity to work in an inspiring and learning environment to learn and also do my best for the organization.

EDUCATION

JECRC University, Jaipur

2018 - 2022

Bachelor of Technology

8.2 CGPA

Computer Science and Engineering

EXPERIENCE

FORMIDIUM PVT LTD – SOFTWARE DEVELOPER

JULY 2022 – PRESENT

GearHub – Developed a central repository portal that provides a one-stop for all the products that internal and external users need and also for administrators to keep track of all the products and ensure security.

- Developed **role-based access** control & **authorization** for internal/external user.
- Further modified bug fixes, add new functionality and improve its performance.
- Used **RAD Software Lifecycle** for developing solutions for robust business Scenarios.
- Tech Stack – **JavaScript, Node.js, Sails.js, React, MongoDB, HTML, CSS.**

STOILD PVT LTD – INTERN

JAN 2022 – JUN 2022

Racetrack – Developed a fully functional car controller using Unity3D. The car controller is based on the physics of rigid bodies and provides realistic handling. I also implemented features such as drift, skid and particle system.

- Worked on 3D model of a car and developed basic movements, drifting, **gear** system, audio system and **particle** system.
- Tech Stack – **Unity3D, C#, Blender, Illustrator, Photoshop.**

PROJECTS

Aim Trainer – Aim training application, player has to shoot various targets and earn points in a limited time period. The game is over when the time runs out.

- Developed Shooing Mechanism, Score System, **Animation** Target Objects, etc.
- Tech Stack – **Unity3D, C#, Blender Illustrator, Photoshop.**

Rolling Madness – The objective is to collect as many points as possible by moving the ball around and avoiding the NPCs. The game is over when the player either collides with an NPC or falls off the edge of the screen.

- Developed Movement Mechanism, **NPCs Mechanism**, Collision Detection.
- Tech Stack – **Unity3D, C#, Blender Illustrator, Photoshop.**