

EDUCATION

**B.Tech, Computer Science**

Ajeenkya D.Y.Patil University

2018 – 2022

CGPA upto 7th term: 7.14

**Senior Secondary (XII), Science**

Lucknow Public School (CBSE board)

Year of completion: 2018

Percentage: 62.00%

**Secondary (X)**

Lucknow Public School (CBSE board)

Year of completion: 2016

Percentage: 72.00%

JOBS

**Unity Developer (Software Developer)**

IDZ Digital PVT. LTD. (Touchzing Media) [Feb 2022]

Creating samples and also creating mobile-based applications on Unity3D and Unity2D with innovation and self ideation, while working through models, prefabs, assets and animation.

**Project Trainee Engineer**

Bitwise (March 2022 – Present)

Software Engineer at Bitwise Global, Pune.

INTERNSHIPS

**Game Programmer**

Zippy Creative Studio [Jan 2022 – Feb 2022]

Working on clones of the famous game apps on Play Store and making innovative levels working on a better UI.

## TRAININGS

### **Autodesk Fusion 360**

Adobe, College Workshop (Apr 2019 - Apr 2019)

The course was based on designing the mechanical tools for industries via this software and create 3D models for simplicity and innovation.

### **Introduction To Project Management**

skillup, Online

Jan 2022 - Jan 2022

IT(Project management) provides structure and control of the project environment so that the agreed activities will produce the right products or services to meet the customer's expectations. Projects are temporary structures which must be properly managed and controlled in order to meet their stated objectives.

### **Microsoft Azure Fundamentals**

Microsoft, Online

Nov 2021 - Dec 2021

[https://www.credly.com/badges/47c9f15d-a21b-460c-b45f-e621dee4c386?source=linked\\_in\\_profile](https://www.credly.com/badges/47c9f15d-a21b-460c-b45f-e621dee4c386?source=linked_in_profile)

Has successfully completed the requirements to be recognized as a Microsoft Certified: Azure Fundamentals.

### **Android Application Development**

Using Java and Kotlin (Codekul)

Sep 2020 - Oct 2020

Android studio uses java as the primary language to develop mobile based applications.

### **Unity 3D**

Self, Online (Since 2021 – Present)

It's a game engine used to build both 2D and 3D games.

### **International Conference On Smart Systems**

Ajeenkyा D.Y.Patil University, Pune

(Oct2018 - Oct 2018)

Providing the knowledge that how IOT can change our life in different fields and different aspects of life.

## PROJECTS

(Game Development)

### **Flappy Bird game**

<https://github.com/arpitsrivstva/Flappy-Birdy-Game>

It is a 2d hypercasual game which is intended for casual entertainment. I built this game with the idea of retro games which we had in the previous decade as video games. The game is built like that for the fans of those genre and with that neat environment, which also gives users a feeling of those times. With a little bit of a twist and tricks, you can score high by flying in appropriate proportions.

### **Bomberman**

<https://github.com/arpitsrivstva/Bomberman-Multiplayer-2>

Bomberman - An inspired game from the classics. It's multiplayer with a limit of 2 players at once.

### **Aesthetic Cube Collecting Bakery game**

<https://github.com/arpitsrivstva/Aesthetic-Cube-collecting-Bakery-game>

A cute Cube has to collect all his favourite Bakery items (if he wants) in the surrounding nearby.

### **Ludo factz and dice Rolls**

<https://github.com/arpitsrivstva/Ludo-factz-and-dice-Rolls>

With every dice rolling, you get a random dice number and a fact about Ludo. Highscore is complementary.

### **Environment-building-in-Unity3D**

<https://github.com/arpitsrivstva/Environment-building-in-Unity3D>

A Ball exploring world around it. It's just a sample of my future project(s).

### **OnzAgain**

<https://github.com/arpitsrivstva/OnzAgain-Cube-Mobile-Game-apk>

Don't miss the Capsules to maintain your Rate! It's a mobile apk game with a hypercasual intent.

### **Clash Duplica**

<https://github.com/arpitsrivstva/Clash-duplica>

1 level clone of the popular "Join & Clash" game.

### **PopItUp!**

<https://github.com/arpitsrivstva/PopItUp->

Pop the bubbles and enjoy the relaxing game and calm down!

### **ParkingZeal**

<https://github.com/arpitsrivstva/ParkingZeal>

Park the car in the right place through the parking lot with the help of steering wheel and other basic car functions.

### **Island Template**

<https://github.com/arpitsrivstva/IslandTemplate>

The animation of the island template where one can put their photos inside the animation by importing it through the app. The whole ideation and animation is mine.

## **PROJECTS**

(Game Designing)

### **Apollo 13 Game Design document and PPT**

<https://github.com/arpitsrivstva/My-Apollo-13-Game-Design-Document-and-PPT>

This is a game designing piece which I wrote on the classic movie – Apollo 13 (1995). Made a direction of a game view of the movie. The game can be made into a big project movie game with story mode and it could be a hit among the fans of the movie. Based on the movie and its real life stuff with the help of scientific known facts.

## **PROJECTS**

(Website Development)

### **Website on Flappy Bird Game**

<https://arpitsrivstva.github.io/Final-Year-Project-Flappy-Bird/>

It's a website with all the details and guidelines about my game Flappy Bird which I made myself. This website is the first complete project of a website I created and it's fully intended to spread awareness of games through websites by telling the importance of websites as well.

## SKILLS

### **Autodesk Fusion 360**

Intermediate

### **Adobe Dreamweaver**

Intermediate

### **Adobe Photoshop**

Beginner

### **Unity 3D**

Intermediate

### **Android**

Basic-Beginner

### **Project Management**

Intermediate

### **Microsoft Azure (AI)**

Intermediate

### **C#**

Intermediate

### **Java**

Intermediate

### **C++**

Intermediate

### **HTML & CSS**

Intermediate

### **Javascript**

Beginner

## WORK SAMPLES

### **GitHub profile**

<https://github.com/arpitsrivstva?tab=repositories>

## SPOKEN LANGUAGES

**Hindi** (Fluent)

**English** (Fluent)

**Russian** (Beginner)

**Japanese** (Beginner)