

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 (Game 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

Unity 3D

Self, Online (Since 2021 – Present)

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

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.

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 my 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.

Environment-building-in-Unity3D

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

A Ball exploring world around it. It's just a sample for 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->

My prototype of a famous board game. 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 functionalities.

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. This is the whole ideation and animation, which is of my own.

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.

SKILLS

Unity 3D

Intermediate

C#

Intermediate

Java

Intermediate

C++

Intermediate

Javascript

Beginner

Adobe Photoshop

Beginner

Autodesk Fusion 360

Intermediate

WORK SAMPLES

GitHub profile

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

SPOKEN LANGUAGES

Hindi (Fluent)

English (Fluent)

Russian (Beginner)

Japanese (Beginner)