

EDUCATION

Central Michigan University | Mount Pleasant | MI

January 2023 - Present

Major: Computer Science

Minor: Game Design Thinking

GPA: 3.43/4.0

COURSEWORK:

- **Data Science:** Developed project on Mental Health Dataset using Python.
- **Multimedia:** Learned to use multimedia tools in Unity, including animation, audio integration, and real time rendering tools.
- **Creative writing:** Wrote short stories; practiced storyboarding, relevant for game narrative design.
- **AI:** Learned logic-based reasoning and probabilistic learning for intelligent application development.

WORK EXPERIENCE

Dewpoint, Lansing, MI | May 2024 – June 2024

Intern

- Gained Knowledge on ITIL and Automation.
- Utilized Power BI to analyze data on heatmaps, product utilization, and time tracking.

Delta Dental, Lansing, MI | July 2024-Aug 2024

Intern

- Gained Knowledge on frameworks mainly on TOGAF (The Open Group Architecture Framework) and SAFe (Scaled Agile Framework).
- In AppDev: Gained hands-on experience with frontend and backend development using HTML, CSS, and SQL.

SKILLS

- Programming Languages: Python, Java, C#, Embedded C
- Game Engines: Unity, Unreal Engine
- Game design: Story boarding, Level Design, Game Play Mechanics
- Multimedia: Animation, Audio integration, Real-time rendering.
- Developer Tools: Visual Studio Code, Microsoft Office, Eclipse, Power BI
- Others: Communication, Leadership

PROJECTS

Voice controlled home appliances

- Used Embedded C for this project.
- https://www.youtube.com/watch?v=_o8R_6nsfUs

Video Game (Phantom Escape: Enchanted Maze) | C#, Unity, YouTube

- Developed a 3D maze-based action game in Unity where players navigate in maze, defeat enemies, and survive using gun and teleportation mechanics.
- Designed the game environment includes lighting, and player interactions.
- Created a functional mini-map system to enhance navigation and gameplay clarity.
- Implemented a teleportation feature allowing strategic movement across the maze.
- <https://gsishir1104.itch.io/phantom-escape-enchanted-maze>

CAMPUS INVOLVEMENT

Chess Club | Vice President | Jan 2024 - Present

- Organized inter-university chess tournaments.
- Developed leadership and organizational skills through event planning.

HONORS AND RECOGNITION

International President's Award,

Central Michigan University

Jan 2023 – Present

CERTIFICATIONS

VR Course – SP Robotic Works

Master Certificate | October 2019

- Successfully completed a VR Course focused on virtual reality development.
- Built interactive VR scenes; learned VR foundations and Unity basics.