

Gunjan Sarode

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EDUCATION

PANJAB UNIVERSITY

B.E. ELECTRONICS COM. AND ENG
July 2025 | Chandigarh, Chd
 University Institute of Engineering and
 Technology
 Cum. GPA: 7.25/10

SHIVNERI HIGH SCHOOL

12th May 2019 | Pune, India

LINKS

Github:// [gunjan3d](#)
 LinkedIn:// [Gunjan Sarode](#)
 Twitter:// [@Gunjan Sarode](#)

COURSEWORK

CERTIFICATIONS

Data Structures and Algorithms
 Unreal Engine 5
 C++ Programming
 Blender 3D
 Machine Learning

UNDERGRADUATE

Data Acquisition
 Operating Systems
 Data Structures and Algorithms
 Computer Architecture and Organisation
 Advanced micro controller (Arduino)
 Computer Networks
 Matlab
 3D modelling and Circuit Design

SKILLS

PROGRAMMING

Over 5000 lines:
 • C++ • C • Blueprints
 Over 1000 lines:
 • C • java • CSS • JavaScript • MERN
 Familiar:
 • Node • React • MongoDB • MySQL

EXPERIENCE

ARCADIX | GAME DEVELOPER INTERN

09/2023 - present | Bengaluru
 I Worked on A.I. for cars on a car racing game and implemented various mechanisms such as **adaptive speed for A.I. cars**, **car positioning systems**, **car movement mechanisms** and **engine optimisations**. I developed a **A.I. car from scratch** using **vehicle component** system and spline mechanisms.

D.I.C. | DESIGN INTERN

05/2022 - 08/2022 | Chandigarh, Chandigarh
 I actively worked on projects like IoMT (Internet of Medical Things) devices and Designed 3D models and circuits using **Blender3D** and **Eagle CAD**. I handled Different types of Micro controllers and sensors for data acquisition and machine learning and worked with 3D printers.

PROJECTS

IGI RTX | A THIRD PERSON SHOOTER CODE VIDEO

IGIRTX is a tactical Third-person shooter video game. Made with Unreal Engine harnessing the power of C++, Blueprints, Nanite and Lumen. It has complex mechanisms like Line trace, shooting, animation blueprints 1D and 2D blend spaces, A.I. Creation with BT(Behaviors Tree), damage, health rag doll mechanism, basic Niagara particle systems and many more in development. It has Stunning Graphics Complex Materials and 3D maps and levels to play in. It utilized landscape tools to the finest and create complex and visually stunning levels

TOONTANKS | A SIMPLE TANK SHOOTER GAME CODE VIDEO

Toon Tank is a tank shooter game made with unreal engine. It uses C++ and Blueprints extensively to create mechanisms like shooting projectiles, applying damage and destruction, A.I. following the player tank and effects(Smoke, explosions, sound, etc)

POSITION OF LEADERSHIPS AND

ACHIEVEMENTS

- G.D.S.C.(Google Developer Student Council) U.I.E.T.s Game Development team lead.
- Working on a project with A.R. V.R. technologies
- 200+ D.S.A. Problems solved
- 9000+ points on coding ninjas
- Silver ranked on Coding Ninjas

EXTRACURRICULAR

- Unreal engine enthusiast
- Arranged sessions on 3D design and game development on behalf of Imagen (UIET's creative club)