Arjun Singh

Mumbai, India

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Education

Indian Institute of Technology Bombay

Bachelor of Technology in Computer Science and Engineering

Jul 2017 – May 2021 | Mumbai, India

GPA: 8.6/10

Activities: Game Dev Club Lead, Open Source Contributor, Hackathon Organizer

Relevant Coursework: Game Engine Architecture, Graphics Programming, AI in Games, Physics Simulation

Summer School: Carnegie Mellon University 2020 (GPA: 3.9/4.0)

Work Experience

Game Developer | Ubisoft Pune | Jun 2021 - Present | Pune, India

- Developed gameplay mechanics in C++ and Unreal Engine.

- Created AI behaviors using Behavior Trees, improving NPC realism.

- Optimized rendering pipeline, reducing frame drops by 25%.

Skills

Languages: C++, C#, Blueprint

Engines & Tools: Unreal Engine, Unity, Git

Other Skills: AI Programming, Shader Development, Performance Optimization, Multiplayer Networking

Certificates

Unity Certified Programmer

Coursera: Game Design and Development

Udemy: Unreal Engine C++ Developer

Awards

Best Indie Game – Mumbai Game Jam 2020

IIT Bombay Merit Scholarship

Ubisoft Innovator Award 2022