

Tanishq N. Nimje

Tanishqnimje01@gmail.com | (+91)8249701710 | [LinkedIn](#) | [GitHub](#)

EDUCATION

Kalinga Institute of Industrial Technology

B.Tech in Information Technology

Bhubaneswar, India

Expected Graduation, May 2026

- **Concentrations:** Game Development, C++
- **CGPA:** 7.5
- **Related Coursework:** Data Structures & Algorithms, Operating Systems, Database Management Systems, Artificial Intelligence, Object-Oriented Programming, Software Engineering

EXPERIENCE

Indian Oil Corporation

Software Development Engineering Intern

Bhubaneswar, India

May 2024 – June 2024

- Engineered Python automation scripts to streamline and accelerate report generation processes.
- Automated manual report creation, eliminating human error and significantly increasing operational efficiency.

PROJECTS

Programming Language

Developer

India

Aug 2024 – Oct 2024

- Designed and implemented a custom programming language in C++, including a parser and interpreter, with core features such as loops and arithmetic operations.
- Developed fundamental language features, including conditionals, loops, and arithmetic operations, enabling the execution of complex algorithms

Text Editor

Developer

India

Aug 2024 – Oct 2024

- Engineered a fully functional text editor using C++ and ImGui, optimizing performance for smooth user experience
- Implemented key features such as file management (save, open), search and replace functionalities, and enhanced compatibility with .txt, .ini, and additional file formats, streamlining the editing process.

First Person Shooter

Multiplayer Game Based on Unreal Engine

India

- Designed and engineered a sophisticated multiplayer FPS game using Unreal Engine and C++.
- Developed a custom multiplayer subsystem to ensure seamless game state synchronization and player interaction.
- Integrated Steam API for robust anti-cheat mechanisms and efficient multiplayer matchmaking.
- Optimized network performance to handle up to 100 concurrent players, enhancing the gameplay experience.

ACTIVITIES AND LEADERSHIP

GeeksForGeeks KIIT

Game Developer Team Lead

Bhubaneswar, India

July 2024 – Present

- Introduced Game Development Domain in the Society.
- Lead A First-Person Shooter Project, A Detective Story Game and many small projects in Raylib.

Core Developer

June 2022 – April 2024

- **Technologies Used:** Java, C++, C, Python
- Developed A scripting tool to scrape hackathons and upcoming internships.

Google Developer Group

Systems Developer

Bhubaneswar, India

Mar 2024 – Present

- Part of systems developer Team. Contributed in making Compilers.

KIIT Robotics Society

Embedded Systems Developer

Bhubaneswar, India

Nov 2023 – Mar 2024

- Part of the Embedded Team. Working With Robots, Embedded Systems Programming, Microprocessors.
- Made A Working airplane model representing KIIT at IIT-Kharagpur.

SKILLS

Programming: Java, Python, C++, C, Unreal Engine, MySQL, MongoDB.