

Jeet Shah

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CAREER OBJECTIVE

I am a passionate game developer with a knack for blending creativity and technical expertise to craft immersive gaming experiences. My projects often revolve around creating highly engaging content such as interactive games, multiplayer experiences, and gamified solutions for real-world challenges.

WORK EXPERIENCE

Game Development Lead • Internship

Sep 2024 - Present

Google Developer Group, Pimpri-Chinchwad

I am Game Development Lead at GDG on campus in our college. Here, I aware students about game development, guide them, and teach them to make games

Artificial Intelligence (AI) • Internship

Feb 2023 - Apr 2023

Acmegrade, Virtual

Proficient in Python, Pytorch, TensorFlow, Keras, and scikit-learn.

EDUCATION

Bachelor of Engineering (B.E), Computer Science & Engineering

2022 - 2026

International Institute of Information Technology, Pune

TRAININGS / CERTIFICATIONS

Game Development

Sep 2023 - Nov 2023

udemy, Virtual

Completed a game development course using C++ and Unreal Engine. Learned to create various game types, covering game programming, game design, physics, AI, and UI. Developed projects like a first-person shooter, platformer, and mystery(thriller) game

Artificial Intelligence

Feb 2023 - Mar 2023

Acmegrade, Virtual

Covered machine learning, deep learning, and NLP. Learned to build models, preprocess data, and use Python libraries like TensorFlow and scikit-learn, enhancing my skills for developing AI solutions.

PORTFOLIO

[Portfolio link ↗](#)

[GitHub link ↗](#)

PROJECTS

[Games ↗](#)

Oct 2022 - Jun 2024

[BlenderWork ↗](#)

May 2024 - Jun 2024

SKILLS

- Unreal Engine
- Git
- Problem Solving
- Artificial Intelligence
- Neural Networks
- Unity Engine
- C++ Programming
- GitHub
- Data Structures
- Machine Learning
- C#
- Blender 3D
- UI & UX Design
- Python
- Java
- Natural Language Processing (NLP)
- Animation

EXTRA CURRICULAR ACTIVITIES

- SIH (Smart India Hackathon) 2024 Winner. Lead a team to finale and won Smart India Hackton by finding and implementing ideas on the problem of Interactive Gamified Solution to Ocean Literacy
- Participated and completed in Krafton x COEP game jam as a team leader which was a 24 hour event. Where I successfully created a packaged game along with my team.
- Led a team of six at SIH to develop a Python program for video dubbing. Utilized NLP, deep learning, speech-to-text, and text-to-speech technologies to translate and dub videos into various languages. Proficient in TensorFlow, OpenCV, and GTTS.

ADDITIONAL DETAILS

- Former esports player proficient in PUBG, COD, and Valorant, with tournament experience which sparked an interest in game development.. Attended ML/AI workshops, hackathons, and coding competitions. Passionate about game development and tech.