KANISHKA PRAJAPAT

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EDUCATION

VIT Bhopal University |Bhopal, Madhya Pradesh   **Sept 2022- July 2026**
 Bachelor of Technology (Computer Science Engineering with specialization in Gaming Technology)   CGPA- 8.94/10
Our Lady of Pillar Convent School CBSE | Jodhpur, India
Higher Secondary Grades: 89.8% , Matriculation Grades: 92%   **April 2018- June 22**
Stream: Science (Math) with Computer Science

PROJECTS

Zombie Apocalypse: An Immersive Survival Tale Game   Role: Visual Designer & Game Environment Developer
- Designed game assets and developed immersive environmental aesthetics for a horror game built on Unity.
- Focused on enhancing the visual appeal and atmosphere, aligning with the narrative of the survival genre.
- Prepared comprehensive documentation and reports for the game development process.
- Contributed to the successful acceptance of the project paper at **ICIPDIMS 2024, NIT Rourkela**.
- Currently collaborating on publishing the research paper in an academic journal.

Redesigning of Hearing aids
- Revamped the design of hearing aids by integrating 2 advanced microprocessors and SOS features, resulting in a 40% reduction in size and increased discreetness, enhancing user experience and confidence.
- Added features like Acoustic feedback and a body built with Tin and Silicon which reduced the production cost by 20%

Pixel Adventure
- Built a 2D Game using the Unity Game engine and C# language.
- Designed and implemented 3 distinct levels incorporating engaging gameplay mechanics and an immersive user experience within the Unity framework.
- Integrated 4 tile maps and crafted character animations with 8-9 frames to enhance the game's visual appeal and diversity.
- Implemented strategic coding solutions in C# to ensure smooth functionality and interactivity, contributing to an enjoyable gaming environment.
- Tools & Technologies: Unity, C# language.

DocKnock – Revolutionizing Healthcare Accessibility
- Conceptualized and executed a groundbreaking project centered on bridging the gap in healthcare accessibility by establishing a network linking doctors nationwide, thereby ensuring the availability of vital healthcare services even in the remotest regions. Currently engaged in further refining and expanding upon the core concept to extend its reach and impact
- Built a prototype for a project related to healthcare services, presented and pitched for it in a startup wreck event SAMPURNA'23. Stood in the top 3 amongst the 250 teams.
- Tools & Technologies: Figma, HTML, CSS, JavaScript.

SKILLS

Languages: Hindi, English (IELTS, International English Language Test Score -6.5)
Programming languages: MySQL, Python, C, Java, HTML, CSS   **Others**:
Blender, Unity, Front-end Development.

ACHIEVEMENTS/CERTIFICATIONS

- NPTEL- Cloud Computing Certification
- Data Structures and Algorithms with Java Certification 2024
- Internal Hackathon Finalist in Smart India Hackathon 2023.
- Making your First Virtual Reality Game (Coursera)
- Digital Marketing Intern (Mood Indigo IIT Bombay)
- Second runner-up at Startup-Wreck Sampurna'23 conducted by VIT BHOPAL UNIVERSITY.
- Winner at *The Biggest First Ever Virtual Scholarship Event* 2021 at Remarkable Education and IIU, India