

# Curriculum vitae

## PERSONAL INFORMATION



### Kapil Adhikari

- Paderborn (Germany)
- kapil.1308@outlook.com
- <https://kapil1308.github.io/portfolio/>

Sex Male | Date of birth 13/08/1993 | Nationality Indian

## WORK EXPERIENCE

Jan 2017–Dec 2018

### Cofounder and Developer

Adsum Studios, New Delhi (India)

Cofounded Adsum Studios - an independent App and Game development studio. We design and develop Android apps, games and websites. We also cater to the demands of businesses from around the world by customizing products to their needs.

My primary role as the Cofounder and Developer is to bring the product idea to fruition and to leverage technologies to build and enhance products.

Jun 2016–Dec 2016

### Unity Game Developer

TapFox, New Delhi (India)

Developing games using Unity3D. My responsibilities included the following, but were not limited to:-

- Transforming design specification into functional games
- Ensuring the best performance, quality, and responsiveness of games

Jun 2015–Jul 2015

### Summer Intern

Centre for Railway Information Systems, New Delhi (India)

Worked on a J2EE (Java) application to track the status of train coaches plying under the Northern Zone of the Indian Railways.

Feb 2014–May 2014

### Unity3D Developer

4Play Mobile Solutions, Istanbul (Turkey)

Designed and developed games for 4Play India on Unity3D.

Oct 2013–Apr 2014

### Research Assistant

Prof. (Dr.) Aynur Ünal, Dean, School of Engineering and Technology, Ansal University, Gurgaon (India)

- Designed and developed school's Android app.
- Mentored freshmen and other students on Blender 3D modelling and Unity3D.

## EDUCATION AND TRAINING

Apr 2019–Present

### Masters in Computer Science

Paderborn University, Paderborn (Germany)

2012–2016

### Undergraduate degree in Computer Science and Engineering

Ansal University, Gurgaon (India)

GPA 3.321/4.0

2011–2012 Senior secondary schooling (Grade 12 equivalent in Indian Education)

69.4%

Summer Fields School, New Delhi (India)

## PERSONAL SKILLS

### Job-related skills

**Technical Skills** :- C/C++, Java, Python, C#, HTML5, CSS3, Javascript, JQuery, SQL

**Tools** :- Unity3D, Android Studio, Construct 2, Wordpress

**Libraries/ Frameworks** :- Angularjs, Reactjs, Vuejs, Bootstrap, wowjs, phaserjs

## ADDITIONAL INFORMATION

### PROJECTS

#### ■ Analyzing news headlines

Python project to analyze news headlines from ABC news Australia.

#### ■ Binge TV

A web application built using MEAN stack to keep track of tv shows with a login service to add a tv show.

#### ■ HAL

A virtual assistant android app built using Dialogflow, an AI-based human-computer interaction technologies.

#### ■ Game Developer/Designer Bootstrap theme

A responsive HTML5 Bootstrap theme built using HTML5, CSS3 animations and Javascript.

#### ■ Spaceship Game

A spaceship simulation game developed with Unity3D.

#### ■ Dodge the Shower

An Android game made with Construct2.

**All projects** :- <https://github.com/kapil1308>

## LANGUAGES KNOWN

- Hindi (Native Proficiency)
- English (Professional Proficiency)
- German (Limited Proficiency)

## EXTRACURRICULAR EXPERIENCE

#### ■ Student Delegate, International Conference on Strategy, Innovation and Technology (ICSIT 2014)

Participated as Student Delegate at the International Conference on Strategy, Innovation and Technology (ICSIT 2014) jointly organized by Ansal University, India and Valparaiso University, Indiana, US.

#### ■ Founding Member, Digital Monozukuri

Founded Digital Monozukuri, a research team along with 4 members which participated in **2014 IEEE Conference on Norbert Wiener**.

## HONORS AND AWARDS

- Secured First Position in Robotics competition zonal round organized by Robosapiens India, the title sponsors of Tryst-2013 IIT Delhi.
- Successfully completed the MOOC courses - **6.00.1x : Introduction to Computer Science and Programming using Python** (<https://verify.edx.org/cert/31aac50e789b428b8eb4c8e2b9d150b2>), **Programming for Everybody (PR4E) Python**, University Of Michigan.

## INTERESTS AND HOBBIES

- Photography