

KARTIK DHAR

kartikdhar44@gmail.com | +91-8899025949 | [LINKEDIN](#) | [GITHUB](#)

Education

University Institute of Engineering and Technology Kurukshetra, Kurukshetra University 2019-2023
CSE | CGPA: 7.42

Maharaja Hari Singh Agricultural Collegiate School, Jammu 2018-2019
CBSE (Class XII), Aggregate: 70.8%

Maharaja Hari Singh Agricultural Collegiate School, Jammu
CBSE (Class X), CGPA: 10

2016-2017

Work Experience

Reliance Games | Game Programmer

Jan'24-Present

Built prototypes for various game mechanics

Collaborated with game designers to build the prototypes

IDZ Digital | Unity Developer Intern

Jul'23 - Aug'23

Built prototypes for various game mechanics

Collaborated with game designers to build the prototypes.

Projects

Wacky Breakout Jun'20

A 2D game built using **C#** and **Unity Game Engine**

This game is a mockup of Crazy Breakout. .

It is a single player game with power ups.

Designed the game using OOP concepts and file handling.

Brain Games Jun'20

A SIH(Smart India Hackathon) project about Brain Games for the elderly.

This game is a mockup of several games like chess, sudoku and 2048.

All games are single player except chess.

This game was made using **Unity Game Engine** and **C#**.

Walking Simulator Dec'22

A 3D game built using **C#** and **Unity Game Engine**.

This is more like a Walking Simulator experience in a Medieval Dark Fantasy World.

The NPC's AI in the game is designed using Behaviour Trees and the UI is done with the Unity UI toolkit.

The gameplay is of 2 hours.

Academic and Extracurricular Achievements

Semi-Finalists in Valorant LAN Competition organized in NIT, Kurukshetra.

Participated in Smart-India Hackathon 2022..

Hackerrank C++ 5-Star Coder

Skills

Programming languages - C, C++, C#, Java,

PostgreSQL

Game Development - C#, Unity Game Engine **Tools** - Git, Github

Beginner in - AR/VR in Unity, using AI techniques in Game Development Solved 200+ problems coding questions

Positions of Responsibility

Excelsior 2K22 | Technical Lead **May'22**

I was the technical lead for a Game-a-thon in my college fest.

About 7 teams comprising of 5 students each participated in it.