**KARTIK DHAR**

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**Education**

**University Institute of Engineering and Technology Kurukshetra, Kurukshetra University 2019-2023**

1. CSE | CGPA: **7.42**

**Maharaja Hari Singh Agricultural Collegiate School, Jammu 2018-2019**

1. *CBSE (Class XII), Aggregate:****70.8%***

**Maharaja Hari Singh Agricultural Collegiate School, Jammu 2016-2017**

1. *CBSE (Class X), CGPA:* ***10***

**Work Experience**

**Reliance Games**| Game Programmer **Jan’24-Present**

1. Built protypes for various game mechanics

Collaborated with game designers to build the prototypes

**IDZ Digital** | Unity Developer Intern **Jul’23 - Aug’23**

1. Built protypes for various game mechanics
2. Collaborated with game designers to build the prototypes.

**Projects**

**Wacky Breakout Jun’20**

1. A 2D game built using **C#** and **Unity Game Engine**
2. This game is a mockup of Crazy Breakout. *.*
3. It is a single player game with power ups.
4. Designed the game using OOP concepts and file handling.

**Brain Games Jun’20**

1. *A SIH(Smart India Hackathon) project about Brain Games for the elderly.*
2. This game is a mockup of several games like chess, sudoku and 2048.
3. All games are single player except chess.
4. This game was made using **Unity Game Engine** and **C#.**

**Walking Simulator Dec’22**

1. A 3D game built using **C#** and **Unity Game Engine***.*
2. This is more like a Walking Simulator experience in a Medieval Dark Fantasy World.
3. The NPC’s AI in the game is designed using Behaviour Trees and the UI is done with the Unity UI toolkit.
4. The gameplay is of 2 hours.

**Academic and Extracurricular Achievements**

1. Semi-Finalists in Valorant LAN Competition organized in NIT, Kurukshetra.
2. Participated in Smart-India Hackathon 2022..
3. 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**

1. I was the technical lead for a Game-a-thon in my college fest.
2. About 7 teams comprising of 5 students each participated in it.