

# Archit Kumar

[archit.kumar.ak2778@yale.edu](mailto:archit.kumar.ak2778@yale.edu) | [LinkedIn](#) | [Portfolio](#)

## EDUCATION

### Yale University

New Haven, CT

*Simultaneous B.S. + M.S. Computer Science, 4.0/4.0 GPA*

*Aug. 2022 – May 2026*

- **Relevant Coursework:** Systems Programming, Game Engine Programming, Algorithms, Data Structures, Artificial Intelligence, Object-Oriented Programming, Data Analysis, Human-Computer Interaction, Blockchains & Cryptocurrencies, Linear Algebra, Multivariable Calculus, Language and Computation

## EXPERIENCE

### Yale Efficient Computing Lab

Jun. 2024 - Sep. 2024

*Research Intern under Prof. Lin Zhong*

*New Haven, Connecticut*

- \* Wrote C++ code to integrate the ParaMax network performance algorithm into Agora, a novel software-based system for handling massive multiple-input multiple-output (MIMO) in 5G networks

### Minnapad

May 2024 - Jul. 2024

*Generative AI Engineering Intern*

*Tokyo, Japan*

- \* Leveraged Stable Diffusion and LoRA to produce consistent AI characters for video games and comics
- \* Clients included Keiji Inafune (artist for *Mega Man* series) and Seiichi Ishii (designer for *Tekken* series)

### Wildchain (Nonprofit Game Studio)

Jun. 2021 – Sep. 2021

*Software & Animation Intern*

*Bangkok, Thailand*

- \* Designed and implemented over 50 animations for in-game flora and fauna
- \* Leveraged C# to program intricate triggers for each animation, enabling seamless integration within gameplay
- \* Collaborated directly with the project manager during daily planning meetings, actively contributing to the identification of critical priorities for the game's beta release

### People for the Ethical Treatment of Animals (PETA)

Jun. 2020 – Sep. 2020

*Web Game Developer*

*New York, New York*

- \* Independently conceived, designed, and developed the Unity/C# web game “[Monkey Fright](#)” to promote awareness about monkey cruelty in government health laboratories
- \* Strategically collaborated with PETA's Vice President of Marketing to align the project with the organization's goals and to amplify its presence on social media

## PROJECTS

### Skater Gator | *Unity, C#, Adobe Photoshop, Autodesk Sketchbook, Xcode*

Dec. 2019 – Present

- \* Sole contributor in conceiving and designing an iOS [mobile game](#), which has achieved over 3600 downloads from 118 different countries
- \* Oversaw end-to-end development encompassing programming, art, animation, music, release, and marketing

### Cortex Crusader Game Engine | *Dlang, SDL*

Nov. 2024 - Dec. 2024

- \* Engineered a custom game engine with both 2D and 2.5D (Mode 7) capabilities
- \* Implemented the engine's GUI, save/load functionality, and game object editor

### Toon Landing | *HTML, CSS, JavaScript*

Dec. 2019 – Present

- \* Launched a quality-oriented game/entertainment studio to showcase original cartoon worlds and characters
- \* Independently crafted the [company website](#), employing HTML, CSS, JavaScript, and 70+ original illustrations

### Terrainer | *Unity, C#, Mapbox SDK*

Jan. 2022 – Mar. 2022

- \* Led a team of four in building an experimental 3D Unity game incorporating real world satellite data
- \* Leveraged Avatar Maker for Unity to create and animate a player character modeled after myself

## TECHNICAL SKILLS

**Languages:** Python, C/C++, C#, Rust, Java, Dlang, R, HTML/CSS, JavaScript, SQL, Racket, Solidity

**Developer Tools:** Unity Game Engine, Godot Engine, XCode, VS Code, R Studio, Git, GitHub, LaTeX