

Chitransh Nishad

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 [Chitransh Nishad](#)

 [madcritter20789](#)

EDUCATIONS

SRM Institute of Science and Technology

2021-2025

B.Tech CSE with Specialisation in Gaming Technology

CGPA:9.34

Saraswati Vidya Mandir Inter College

CBSE board

HighrSecondary (XII, Science)

Percentage: 80.40%

Saraswati Vidya Mandir Inter College

CBSE board

Secondary (X)

Percentage: 85.40%

INTERSHIPS

Harmonia Laboriosa

Nov 2023 - May 2024

Game Developer

- Engineered core game mechanics, UI, and backend for a language-learning game
- Prepared documentation and collaborated with designers.
- Improved user engagement through innovative design solutions.
- Constructed backend system for user authentication and data management.

Lohitech Solutions

July 2023 - Sep 2023

Unity 3D Developer

- Spearheaded development of two projects: a car racing game and a 3D runner game.
- Devised enemy AI, enhancing gameplay difficulty.
- Implemented core mechanics, player animations, UI, score system, and power-ups.

MIT SQUARE

November 2022 - Feb2023

Winter Intern

- Partnered with professors to design educational games
 - Collaborated with professors to design games aimed at enhancing memory and logical skills
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PROJECTS

Trending stock and cryptocurrency tracker Reddit bot

- Formulated a Reddit bot using PRAW, Yahoo-fin, and sentiment analysis libraries.
- Integrated tracking of trending stocks and cryptocurrencies.
- Developed sentiment analysis feature to gauge market sentiment from Reddit posts.

Zombie Hunter

- Designed a survival game featuring resource management and zombie elimination.
- Implemented AI pathfinding for zombie enemies to increase challenge.
- Created an inventory system and atmospheric lighting using Unity's Universal Render Pipeline.

Balloon Escape

- Architected a casual game with obstacle avoidance and power-up mechanics
 - Optimized controls and particle effects for enhanced visual feedback
 - Goal of the game is to reach end of level without getting ballon popped.
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SKILLS AND EXPERTISE

- Programming Languages: C, C++, C#, Python, HTML, CSS, PHP, SQL
 - Technical Skills: Unity Engine, Core Game Mechanics, UI Design, Animation
 - Tools: Autodesk Sketchbook, Adobe XD, Blender, Adobe Illustrator, AWS
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CERTIFICATIONS

- [Complete C# Unity Game Developer 3D](#)
- [Adobe XD Ultimate Guide](#)
- [Data Science with python](#)
- [Game development/Art - Create a 2D action game with Unity/C#](#)
- [The Psychology of Games - Secrets of good game design](#)
- [Introduction to AWS- Understand AWS basics in 2 hours!](#)

POSTION OF RESPONSIBILTY

Gamecom (Technical Student Club) Design team lead

- Led a team of designers, coordinating efforts for club events and social media content
- Conducted workshops on game development, introducing Unity and C# to 50+ students
- Organized a game event, attracting 100+ participants and fostering creativity

CHIPSET (Technical Student Club) Designer

- Created promotional materials for club events, including posters and social media content.
- Assisted in organizing a Cybersecurity event and an online technology showcase.
- Improved club social media engagement through consistent, high-quality design posts.

LANGUAGE

English

Hindi
