

Ameya KANOJIA

PERSONAL

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EDUCATION

Present Master's in **Game Design and Technology**
University of Gothenberg
2018 B.E. in **Computer Science and Engineering**
Rashtreeya Vidyalaya College of Engineering
CGPA: 8.3

ACHIEVEMENTS

Hackerrank RVCE	I achieved 1st position and 2nd position in Hackerrank RVCE May and June contest respectively with 200 participants each
Android Development 2016	My team was ranked 4th in the annual android development contest organized by IIT Guhawati among 200 teams

PROJECTS

4.1 Bachelor's

<i>8th Semester</i>	Gesture Recognition to aid Non verbal people Designed and developed a hardware independent , efficient system to recognize prominent signs and give a corresponding audio output. .	Python,OpenCV, numpy
<i>7th Semester</i>	Colorization of gray scale images using CNN Designed and developed a deep neural network model to colorize gray scale images based on the paper titled Colorful Image Colorization by Richard Zhang, Phillip Isola and Alexei A. Efros.	Python,Caffe,numpy
<i>6th Semester</i>	Prison Management System Designed and developed a standalone desktop application to manage records of multiple prisons . UI was designed specifically for people with less technical knowledge.	Visual Studio, C# , MySQL

4.2 Master's

November 2020	Remake of Gish game My project for the course Technology-driven experimental game design during my master's program in the University of Gothenburg. The objective was to recreate main character from the 2D platformer game Gish. Main focus was to on the jump mechanic of the player. The game created was a 2.5D platformer game with some enemies and a point collecting system.	C++, Unity
October 2020	Heart Raiser Group Project for the course in Interaction Design & Game Development Project. This was done in collaboration with the Universeum science center in Gothenburg. The project is a semi-digital and electronic multiplayer racing game in which the in-game speed of the player's are controlled by their heart rate, tracked by a heart rate sensor on their fingertips.	C++, Unity, Arduino
May 2020	A visitor web application for an amusement park project Created a web application for an amusement park which provided the user with information, queue times and locations of all the attractions and activities the park has to offer. This project was a part of the Agile development course.	typescript, vue, TypeORM, node.js
May 2020	Implemented multiple special effects on a pathtracer project Created a web application for an amusement park which provided the user with information, queue times and locations of all the attractions and activities the park has to offer. This project was a part of the Advanced Computer Graphics course.	C++
March 2020	Remake of the 2D arcade game Q*bert In the project I designed and developed a game engine for Q*bert and then created the game retaining most of the features from the original while adding some new changes to it as well. This project was a part of the Game Engine Architecture course.	SDL, Visual Studio, C++, OpenGL
December 2019	Implemented a Particle System in OpenGL Created a particle system for a spaceship that leaves a trail of particles as the spaceship moves. This project was a part of the Computer Graphics course.	OpenGL, Visual Studio, C++
December 2019	Rage in Space (board game) Group project for the course in Gameplay Design, it is a board game for 3 players , played over a hexagonal board with lots of strategic planning and quite a good amount of tension.	Board Game, Gameplay Design, Game Testing

TECHNICAL SKILLS

Languages:	C(BASIC), C++(ADVANCED), JAVA(BASIC), C# (ADVANCED)
Tools:	VISUAL STUDIO, UNITY
Web Tech:	HTML, CSS, typescript
DB:	MYSQL
Operating Systems:	LINUX, WINDOWS, MACOS

HOBBIES

I like watching animes, movies and playing computer games in my spare time. I enjoy playing sports like table tennis, pool, football and badminton. I like nature walk and trekking.