

Nikhil Bansal

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Education

Bachelor of Technology, Computer Science

Punjab Engineering College,
Chandigarh
Class of 2019 (CGPA: 8.4)

Higher Secondary Education

Shishu Niketan Model Sr. Sec. School,
Chandigarh
2013 – 2015 (Percentage: 95.2%)

Technical Skills

Programming languages: C, OOP
with C++11, JAVA and C#

Tools & Softwares: Visual Studio
2017, Unreal Engine, JIRA

Graphics: OpenGL, GLSL

Web Technologies: HTML5, CSS3,
JavaScript

Virtual Assistant Tool Kits: Alexa
Skills Kit, Actions on Google

DBMS: Microsoft SQL Server

Awards & Achievements

Runner Up, Mini—AU

Accolite Software Pvt. Ltd.
2018

Objective

To pursue a challenging career as a game developer, giving my best and to bring entertainment for the people by creating fun and engaging gameplay.

Internship

Accolite Software India Pvt. Ltd., New Delhi

Software Engineer Intern (January 2018 – June 2018)

- Played an integral role in the **IDERA** team working for the product **SQL Diagnostic Manager** (SQLdm).
- Worked on technologies like **Salesforce CRM**, **JIRA Issue Tracking** system for the IDERA SQLdm team.
- Developed two PoC's, one **Voice User Interface** for EduThrill and second **Query Plan Viewer**.
- Worked on technologies like **AWS Lambda** and **Heroku** for EduThrill VUI.

Projects

'Lone Survivor' Game - FPS Zombie Apocalypse game

Lone Survivor – at first a small college project – is the first game developed by me. An FPS game featuring a small city map and a few gameplay mechanics.

- **Technologies:** C++, Unreal Engine 4 (UE4), Visual Studio 2017.

'GraphX Rendering Engine' – A 3D rendering engine

The main objective of this project is for learn OpenGL and graphics programming, GraphX Rendering Engine is a renderer capable of rendering 3D as well as 2D objects.

- **Technologies:** C++, Visual Studio 2017, ImGui.

Interests / Hobbies

- Cricket
- Video Games
- Watching Movies and TV Series
- Space Exploration