

# 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%)

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## Technical Skills

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

**Tools & Softwares:** Visual Studio,  
Android Studio, Unreal Engine, Unity,  
JIRA, Git

**Graphics:** OpenGL, GLSL

**Web Technologies:** HTML5, CSS3,  
JavaScript, Spring Framework

**DBMS:** Microsoft SQL Server

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## Awards & Achievements

Runner Up, Mini—AU

Accolite Software Pvt. Ltd.  
2018

## Objective

To pursue a challenging career as a Game Developer, giving my best to bring entertainment for the people by creating fun and engaging games.

## Internship

Accolite Software India Pvt. Ltd., New Delhi

*Software Developer Intern* (January 2018 – June 2018)

- **IDERA's SQL Diagnostic Manager (SQLdm)**
  - *Improved the performance* of SQL Query Plan Collector Module and worked with technologies like C#, .NET Framework.
  - Worked on Defects Management team. Also served as a Technical Support Engineer using JIRA and Salesforce CRM.
- **SQL Query Plan Viewer and EduThrill VUI Prototypes**
  - *Designed and Developed* the EduThrill Voice User Interface using JAVA, AWS, JavaScript, etc.
  - Developed more functionality for the SQL Query Plan Viewer prototype using C# and .NET Framework (WPF)

## Projects

### 'Lone Survivor' Game - FPS Zombie Apocalypse game

Lone Survivor is an FPS game which puts you in control of a soldier surviving in the Zombie Infested City. Featuring a few fun gameplay elements like **Dynamic Difficulty System**, **Rewards System**, etc.

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

### 'GraphX Rendering Engine' – 3D Rendering Engine

GraphX Rendering Engine features an easy-to-use **Rendering API** capable of rendering 3D as well as 2D objects. Other features include an **Event Handling System** (Events and Event Dispatchers), *Lighting*, *virtual Scene Camera* and with a complete *Maths Library*.

- **Technologies:** C++, Visual Studio, ImGui, spdlog, Assimp.

## Interests / Hobbies

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