Nikhil Bansal

+91 - 7508169838



nikhil.bansal97@outlook.com



linkedin.com/nikhil-bansal197



github.com/nikhil197



nikhil197.github.io



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, Android Studio, Unreal Engine, Git

Graphics: OpenGL, GLSL

Web Technologies: HTML5, CSS3, JavaScript, Spring Framework

DBMS: Microsoft SQL Server

Awards & Achievements

Runner Up, Mini—AU

Accolite Software Pvt. Ltd.

2018

Internship

Accolite Software India Pvt. Ltd., New Delhi

Software Developer Intern (January 2018 – June 2018)

- IDERA's SQL Diagnostic Manager (SQLdm)
 - o *Improved the performance* of SQL Query Plan Collector Module and worked with technologies like *C#*, .NET Framework.
 - Worked on Defects Management team. Served as a Technical Support Engineer using JIRA and Salesforce CRM.

• SQL Query Plan Viewer and EduThrill VUI Prototypes

- o *Designed* and *Developed* the EduThrill Voice User Interface using *JAVA* and *AWS* (Alexa Skills).
- o Developed more functionality for the SQL Query Plan Viewer prototype using *C#* and *.NET Framework*

Projects

- 'Lone Survivor' FPS Zombie Apocalypse game
 - An FPS game with a soldier (player) surviving in a Zombie Infested City.
 - Features a few fun gameplay elements like *Dynamic Difficulty System, Rewards System*, etc.
 - o Developed using C++, Unreal Engine 4 and Visual Studio.
- 'GraphX Rendering Engine' 3D Rendering Engine
 - o Rendering Engine features an easy-to-use **Rendering API** capable of rendering 3D as well as 2D objects.
 - o Also features an **Event Handling System**, *Lighting*, *virtual Camera* with a *Maths Library (GraphXM)*.
 - Developed using C++, OpenGL, Visual Studio, ImGUI, spdlog, Assimp.
- 'Info Seeker' An Android Application
 - o Shows information about various **Points of Interest** like *Labs*, on campus by scanning *QR codes*.
 - o Developed the *Middleware* i.e. **API** for application's various functions, using Android Studio and JAVA.

Interests / Hobbies

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