Pulkit Garg

Designer and Game Developer.

A Highly focused and responsible school student working passionately to create immersive designs and interactions, while demonstrating excellent teamwork and coordination.

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EDUCATION

Delhi Public School RK Puram, Currently Studying(10th)

Member of Exun Clan, the school's computer club.

PlayCrescent Games

Co-Founded PlayCrescent Games which is an indie game studio focusing on building immersive experiences for the future.

PROJECTS

SpaceLine

SpaceLine is a physics-based space sandbox which includes gravity, climate, and life simulations to allow the user to create their own virtual star system.

Quriosity

Virtual Reality Application which allows the user to drive on the surface of the moon and mars, relive the Apollo 11 landings and do a flyby of the solar system.

Nidhi

A person to person loan app for small investments and fundings.

C.S.A.D

Crowd Sourced Accident Database. An application to report and analyze road accident data in the form of hotspots and markers.

Table Top Tussle

An augmented reality multiplayer tank shoot 'em up game.

Night Fall

A story driven survival sandbox game.

Egyptian Battle Fields

Tower defence game set in an alternate universe, where two alien civilizations battle out in ancient Egypt.

Meep

A multiplayer competitive test preparation app running on AWS Amplify

SKILLS

Game Development (Unity & Unreal Engine)

Design(Photoshop, Illustrator, Affinity Designer, XD)

3D modeling (Blender)

Front-End Web Development

Android App Development

AWARDS

NASA SpaceApps 2019, India(Delhi) winner and global nominee.

NASA SpaceApps Pre Qualifiers 2019, India(Delhi) Runner Up

Design Championship 2017 2018,2019 - Runner Up, A national event organized by Unity and Mindbox.

Cyber Cup - 2nd **Runner Up**,College hackathon organized by Amity University

Angelhacks Delhi 2019- AWS prize winner and Runner Up

Along with many other Inter School events.