PUSHKAR SINGH

B.Tech. - Computer Science & Engineering

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BRIEF SUMMARY

As a dedicated professional with expertise in Field of Game Development & Software Development , I aim to leverage my Skills in software development, proficiency in Java and Python, or extensive project management experience to contribute effectively to Company. My background in developing innovative solutions, leading cross-functional teams, & managing projects aligns well with the Developer role. I am committed to Learn technological advancements, operational efficiency, & customer satisfaction and aspire to grow within an organization that values : innovation, collaboration, o& continuous improvement. My goal is to enhance both my professional skills and the organization's success by contributing, in implementing cutting-edge technologies, streamlining processes, & fostering a culture of excellence.

KEY EXPERTISE

Game Development | C# | Unity | Python | OOPs | Core Java

EDUCATION

Medi-Caps University   2021 - 2025
B.Tech. - Computer Science & Engineering | CGPA: **8.61 / 10**

Pioneer Convent School Indore, Indore   2020
12th | CBSE | Percentage: **75.20 / 100**

St Michaels Hr. Sec School Satna, Satna   2018
10th | CBSE | Percentage: **77.80 / 100**

INTERNSHIPS

Wollybee LLP Indore | IT / Computers - Software   15 Jun, 2024 - 09 Sep, 2024
Game Developer

Key Skills: Game Design | Game Theory | Animation | UX Design | Unity | C#

As a Game Development Intern at WOLLYBEE LLP , I had the opportunity to work on various aspects of game development, collaborating with a talented team of designers, artists, and developers to create engaging and innovative gaming experiences.
I am currently working there as a core game developer for 3 months and its a big project that I have been contributing to with Team of 4 members.Skill developed here are Game Engines, Programming(C#), Creative Design and Problem Solving, Team Work, Project Management .
Here I am looking forward to hone my skill set and learn new trending technology and apply them in real life .

PROJECTS

Password Management Using Python

Team Size: 1

Key Skills: Python | JSON | Database Management | File Handling | UX

SecurePass is a robust password management software developed using Python, designed to securely store, retrieve, and manage user passwords. The software features AES encryption for secure storage, bcrypt for user authentication, and a user-friendly interface created with Tkinter. Utilizing SQLite for efficient data management, SecurePass also includes functionalities like strong password generation and data backup. Through this project, I gained advanced skills in Python programming, encryption, database management, GUI development, and secure coding practices, while solving complex security challenges and ensuring a seamless user experience.

SpellCrash Game

Team Size: 1

Key Skills: unity | C# | Adobe Illustrator | Game Development

I have been working on Unity as a game developer ,and made quite a number of Mini-Games. SpellCrash is a Game based on Edutainment genre where child of 3-8 years will learn about English Literature. My game consist of multiple level (26) and each level consist of different spelling from A-Z. I also used adobe Illustrator for design . Through this project I gained a lot of experience and knowledge about Unity and C# honing my skill for game development . I will become a part of my major application named Kidutainment Application which consist about 100 games.

TonyInMaze Game

Team Size: 1

Key Skills: Game Development · C# · Unity · Game Design

Developed "Tony in Maze Game," an engaging Unity-based educational game designed for kids. Players navigate a maze to collect apples while learning essential problem-solving skills. The game incorporates a mini-map and compass, teaching cardinal directions (North, East, South, West) in a fun and interactive way. Each maze is designed to challenge players, promoting spatial awareness and logical thinking. The compass aids in understanding navigation, while the mini-map provides a visual guide for planning routes. The game's kid-friendly interface and vibrant visuals make it appealing to children, blending entertainment with education to foster curiosity and critical thinking skills.

RecyclingRocket Game

Team Size: 1

Key Skills: Unity · C# · Game Design · Game Development

Developed "Recycling Rocket Game," an educational Unity-based game that raises awareness about waste segregation and recycling among children. Players are tasked with collecting falling waste items dropped by a UFO and sorting them into four designated bins (dry, wet, hazardous,). Upon correctly sorting 10 items, the rocket is fueled and launched into space, rewarding players for their accuracy. The game encourages environmental responsibility through gamified recycling mechanics. With its vibrant visuals, engaging gameplay, and sound feedback, it instills ecological values in a fun, memorable way, making sustainability a hands-on learning experience for kids.

BabyQ The Hero Game

Team Size: 1

Key Skills: Unity · C# · Game Design · Game Development

Built "BabyQ The Hero," a decision-making game where players control a character collecting either healthy or junk food. Depending on player choices, two progress bars fill and visually alter the character's transformation—either turning BabyQ into a flying superhero or making him overweight. The game conveys the importance of healthy eating habits through immediate feedback and character evolution, promoting nutrition awareness among kids in a fun and relatable format.

Jeff the Doctor

Team Size: 1

Key Skills: Unity · C# · Game Design · Game Development

Created "Jeff the Doctor," an interactive educational game that teaches kids how to identify common symptoms like cold, cough, fever, and normal conditions using a thermometer mechanic. Characters with different symptoms appear, and players diagnose them using four labeled buttons. With engaging visuals and temperature-based feedback, the game provides foundational health education, fostering empathy and awareness in young players.

Brick Smasher Game

Team Size: 1

Key Skills: Unity · C# · Game Design · Game Development

Developed "Brick Smasher Game," an educational Unity-based game designed to teach basic math equations through fun and interactive gameplay. Players control a ball to smash through bricks, including special number-based bricks that form part of an equation (e.g., $2 + 3 = 5$). Upon hitting a numbered brick, it gets added to a UI panel where children solve the equation visually. Featuring dynamic level generation, realistic game physics, and a responsive scoring system, the game enhances problem-solving and logical thinking in a fast-paced arcade environment.

ACHIEVEMENTS

- State Level Athlete in 3000m 2018
- State Level Footballer in 2018

ASSESSMENTS / CERTIFICATIONS

Google Cybersecurity Specialisation

Key Skills: Intrusion Detection · SQL · Cyber Security · Linux · Python · SIEM

Google UX Design Specialisation

Key Skills: Figma · UX · User Experience · UI Development · Wireframing

WEB LINKS / IMs

- Skype - live:.cid.1d20654e37365e08
- Other - www.linkedin.com/in/pushkar-singh-a05607237

- Github - https://github.com/pushkar1102
- Codechef - https://www.codechef.com/users/pushkarsingh11
- Other - https://g.dev/PushkarSingh_Medicaps