

# Ritik Bansal

CGPA- 9.95

<https://wa.me/917696558501>



✉ ritikb13@gmail.com

📍 Rajpura, India

🌐 [linkedin.com/in/ritikbansal-profile](https://www.linkedin.com/in/ritikbansal-profile)

📞 7696558501,7009563032

📄 ritik.gq

🐙 [github.com/Ritikbansal](https://github.com/Ritikbansal)

## EDUCATION

### BTech CSE CHITKARA UNIVERSITY

06/2019 - Present

9.79 SGPA 9.95 CGPA

C, C++, C#, Python

- among languages

### PROJECTS SO MADE FAR in full stack

#### Projects

- FOOD ORDER WEBSITE USING JAVASCRIPT
- FOOD ORDER WEBSITE USING JAVASCRIPT <https://www.ritik.gq>

### Common Links some of my works

#### Links

- Github - <https://github.com/Ritikbansal>
- CodeChef- [www.codechef.com/users/ritikb13](https://www.codechef.com/users/ritikb13)

### AR/VR PROJECTS made with unity

#### AR

- A SPACE SHIP AR GAME
- A AUTOMATED ROBOT FIGHT USING AR
- PORTFOLIO USING AR

### UNITY PROJECTS made with unity 3D

#### 3D

- 3D BALL GAME - with 4 Levels consisting ramps, speed boosters, turrets, high speed jumping etc
- 2D SPRITE GAME - doge big balls, jump over acid, doge lightning, snakes, make your way between robots, shoot fireballs etc.
- MULTIPLAYER - FPS GAME - using PHOTON having PARY SYSTEM(self made), with kills, death count, team selection, kill feed etc.
- STORY BASED ADVENTURE IN UNITY using FSM, MACHINE LEARNING, BEHAVIOUR TREE

### COURSE WORK so far

#### Courses

- OOPS USING C++, JAVA
- DBMS
- OPERATING SYSTEMS
- DATA STRUCTURE AND ALGORITHMS

## SKILLS

#### CORE LANGUAGES

C

C++

C#

PYTHON

JAVA

CLOUD SERVICES

HEROKU

AWS

OS -

Bash Shell Scripting

LINUX

DATABASE

MONGO DB

SQL

,SQL+

ORACLE

FRONTEND SKILLS -

HTML 5

CSS

JavaScript

Bootstrap 4,5

JQuery

Frameworks - Express

ReactJS

Backend

Skills

NodeJS

## PERSONAL PROJECTS

### CONTRIBUTED GREATLY IN ZECOO ENGINE (A OPENGL PROJECT)

- 1. A 3D MATHEMATIC EQUATION /3D DATA VISUALIZER - JUST GIVE THE EQUATION MESH IS CONSTRUCTED AUTOMATICALLY USING BINARY TREE.
- 2. A MOLECULAR LATTICE USING ICOSPHERE
- 3. A ENDLESS BALL GAME USING BULLET PHYSICS ENGINE.
- 4. ADDED CONVEX HULL FEATURE
- 5. ADDED MODEL LOADING WITH UVS, NORMALS WITH AND WITHOUT INDICES.
- 6. A ROBOT THAT PICKS UP A CUBE AND DROPS AFTER IT COMPLETES A LAP. (INFINITE)
- GITHUB(ZECOO ENGINE)- <https://github.com/NarinderBrar/zecooEngine>

### EXPERIENCE SO FAR

- NONE

### EDUCATION

- 10 th board - CBSE - 9.8 cgpa
- 12 th board - CBSE - 85.4%

### INTERESTS

- VEDIO GAMES
- TRYING NEW TECHNOLOGY
- PLAYING BADMINTON

### LANGUAGES

- ENGLISH
- HINDI
- PUNJABI