SPARSH BHARDWAJ

Jassur, Kangra, H.P. 🏠
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To work with an esteemed organization where I can utilize my learned knowledge and skills for the fulfilment of the organization goal.

Skills

- C++, C#, Python, Node JS
- Microsoft Azure, Tableau [Profile]
- MySQL, SAP HANA
- Game Development [Portfolio]
- Unreal Engine, Unity 3D, BuildBox, GDevelop
- Software Development and Testing

Experience

JAN 21 – CURRENT
Engineer / Tata Consultancy Services, Bangalore.
Working on Data Management tool based of Node JS and SAP UI5 technologoies. Working in debugging and Change Implementations. Also managing SAP HANA database for the same application.

MAY 19 – JULY 19
Game Developer Intern / Soard Goventurous Pvt. Ltd., Hyderabad T.S.
Worked on a **High-end Graphics Game Project** on Unreal Engine as Game Developer. Created **LAN Lobby** for multiplayer in Unreal Engine. Apart from this also developed many small games for android and Browsers (WebGL).

Education

JUNE 2020
Bachelor of Technology / Jaypee University of Information Technology, Waknghat, Solan, HP
Stream – Computer Science and Engineering. GPA – 8.8/10

MARCH 2016
Senior Secondary (XII) / MCM DAV Sr. Sec. Public School, Nurpur, HP
Major – Science (PCM), Scored 84.2%.

MARCH 2014
Secondary (X) / MCM DAV Sr. Sec. Public School, Nurpur, HP
Scored GPA 9.8/10.

Activities/Hobbies

- Play Video Games
- Puzzle Solving
- Reading Books/Novels

Trainings and Certifications

Tableau Desktop Certified Associate (July - Aug 2021)
TCS Internal training program
Azure Design and Implementation of Data Science Solution Training (June 2021)
TCS Internal training program
An Introduction To Interactive Programming In Python (APRIL 19)
Rice University (coursera) (Online)
Spoken Tutorial by IIT Bombay (JAN 19 - MARCH 19)
Certificate for C, C++, and Python.

Projects ([Online Portfolio](#))

Leaf Disease Detection (AUG 19 – MAY 20)
Disease detection in leaf using Deep learning and Image processing techniques.
Legends of Wakna (FEB 19 – MAR 19)
It is a third-person **Combat** Game. It consists of 20 Levels and in each level Number of AI Enemies increase.
Game is designed in Unity and premade art is used. Scripted in C# with Visual Studio Code.
Tower Defense (DEC 18 – JAN 19)
Tower Defence is a 2D **strategy** game build in Unity and Scripted in C#. The player has to protect his castle
by placing a different kind of Tower in the path of AI enemies who tries to destroy Castle. Player has to
survive waves of enemies in order to survive.
Zombie Run (DEC 18 – DEC 18)
Zombie Run is a 3D **Arcade** game made in Unity. Player has to avoid floating objects to survive and score.
Battle Tanks (MAR 18 – AUG 18)
Battle Tank is a 3D person **Combat** game made in Unreal Engine 4 with high-end graphics and Scripted in
C++. In this Player has to survive by attacking other AI tanks and escape from their attacks.

Personal Details

Name – Sparsh Bhardwaj
Date of Birth – 28/09/1998
Father's Name – Satish Bhardwaj
Mother's Name – Sunita Bhardwaj
Address – Jassur, Teh. Nurpur, Distt. Kangra, HP, IN

Declaration

I hereby declare that all the above information is true to the best of my knowledge.

PLACE: Kangra(HP)   **SPARSH BHARDWAJ**
DATE: 06/10/2021