

# SPARSH BHARDWAJ

Jassur, Kangra, H.P. 🏠

+91 88943 45959 📞

sparshbhardwaj418@gmail.com ✉️

linkedin.com/in/sparshbhardwaj 🌐

sappy28.github.io 🌐

To work with an esteemed organization where I can utilize my learned knowledge and skills for the fulfilment of the organization goal.

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## Skills

- C++, C#, Python, Node JS
- Microsoft Azure, Tableau [\[Public\]](#)
- MySQL, SAP HANA
- Game Development (Mobile and Console)
- Unreal Engine, Unity 3D, BuildBox, GDevelop
- Software Development and Testing

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## Experience

JAN 21 – CURRENT

**Engineer / Tata Consultancy Services, Bangalore.**

Working on Data Management tool based of Node JS and SAP UI5 technologies. 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).

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## Education

JUNE 2020

**Bachelor of Technology / Jaypee University of Information Technology, Waknaghat, 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.

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## Activities/Hobbies

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

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## 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.

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## 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.

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## 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

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## Declaration

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

**PLACE: Kangra(HP)**

**DATE: 06/10/2021**

**SPARSH BHARDWAJ**