SPARSH BHARDWAJ

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

Skills

- Game Development (Mobile and Console)
- Software Development
- SQL, OpenGL
- Unreal Engine, Unity 3D, BuildBox, GDevelop
- C, C++, C#, Python, HTML
- Software Testing

Experience

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

MAY 2020

Bachelor of Technology / Jaypee University of Information Technology, Waknghat, Solan, HP

Stream – Computer Science and Engineering. CGPA – 8.7

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

Projects
Major Projects
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.

Minor Projects
Multiplayer Lobby in Unreal – A multiplayer lobby is created in unreal using Unreal Blueprint where players can connect over LAN and choose their respective characters(Cars here) and play on a common platform. Where one system is host (server) that creates a lobby and other joins as player(client).

Ship vs Asteroid (APRIL 19)

A basic 2D game designed in CodeSculpture using Python. Player to Shoot and save its ship from asteroids.

Pong Game (2 Players) (APRIL 19)

A basic 2 player game designed in CodeScuplture where the player has to keep the ball in play.

Bull and Cows Guessing Game (FEB 18 – MAR 18)

Command Prompt game coded in C++. 2 Players can play the game where one person gives a word and the other has to guess it using hints within given attempts.

Training and Certificates
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.

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: Shimla (HP)   **SPARSH BHARDWAJ**
DATE: 01-08-2019