

SHOBHIT RAWAT

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[LinkedIn](#), [GitHub](#)

TECHNICAL SKILL SET

Programming Language	C#, C++, JavaScript
Game Engine	Unity3D
Web Server/Web API	.Net MVC, .Net Core, NodeJS
Database	MS Server
Web UI	Angular, ReactJS, HTML
Source Control	Git, SVN

EDUCATION

Master in Technology (IT), 2017	USIT (GGSIPU)	78.8%
PG Diploma in Embedded Design, 2011	CDAC Noida	67%
Bachelor of Technology(CS), 2010	IETE Delhi	70%
Intermediate School, 2005	CBSE	60.6%
High School, 2003	CBSE	65.2%

WORK EXPERIENCE

- **Full Stack Game Developer** ([Outscal Pvt. Ltd.](#)), Oct, 2023 to till date.
Role: Full Stack Game Developer
Projects: Snake Co-Op, Trap The Light
My Work: Develop games in unity
- **Software Specialist** ([JTEKT Electronics India Pvt. Ltd.](#)), Jan 2021 to Oct 2023
Role: Full Stack Web Developer
Projects: Production Tracer, SOMS, SFMS, WMS
My Work: Understand client requirement and develop feature as per requirement
- **Software Engineer** ([Lepton Maps](#)), Sep 2019 to Jan 2021.
Role: Full Stack Web Developer
Projects: Smart Inventory, Equipment Builder
My Work: Understand client requirement and develop feature as per requirement
- **Software Engineer** ([Actiknow Consulting Pvt. Ltd.](#)), Dec 2017 to Sep 2019.
Role: Full Stack Web Developer
Projects: Windcom, Refferal Web, ADP Tricor
My Work: Understand client requirement and develop feature as per requirement
- **Senior Software Engineer** ([Koyo Electronics India Pvt. Ltd.](#)), Apr 2011 to Aug 2014.
Role: Full Stack Web Developer
Projects: Intranet, Export Management System
My Work: Understand client requirement and develop feature as per requirement

GAME PROJECTS

- **Xball ([video](#))** : In this Hypercasual game, you control an electric ball tethered to a point. With a single touch, you can relocate its center position to the nearest object. It's a thrilling challenge that tests your reflexes and precision!
- **Snake Co-Op ([Github](#), [Play](#))** : The 2D game where snake can eat doughnut and grow and grow. It will die if it touch itself.
- **Trap The Light ([Github](#), [Play](#))** : Avoid the light particle and trap them using your line drawing strategy.