

Shivankar Sharma

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WORK EXPERIENCE

VIKALP | GAME DEVELOPER

May 2018 - July 2018 | New Delhi, India

- Worked as the lead game developer and designer for an educational game to help kids better understand fundamentals of maths and science.
- Developed a new in house animation software.
- Supervised development teams to ensure the software quality required by the partners.

EDUCATION

IIITD

BACHELOR IN COMPUTER SCIENCE AND DESIGN

July 2017 - July 2021 (expected) | New Delhi, India

SKILLS

TECHNICAL SKILLS

Proficient with

Unreal Engine • Unity • Blender • C++ • C#

Node.js • Express.js • HTML5

CSS3 • Python • MongoDB • MySQL

Autodesk Maya • Adobe Creative Cloud • Java • Linux

Arduino

Familiar with:

C# • PHP • Java • Database Management

Z-Brush • Substance Painter • Raspberry Pi

SOFT SKILLS

Strong

Leadership • Resourcefulness • Team Builder • Public

Speaking

LANGUAGES

PROFICIENCY LEVEL

Native proficiency:

Hindi

Working proficiency:

English

PROJECTS

CLAW NET | LEAD DEVELOPER

Oct 2018

FULLY DEVELOPED

- 2nd in world and 1st in Asia and Europe in ZooHackathon organised by US government and WWF.
- Post link by US Embassy
- A web tool and interactive platform that identifies web searches through “code words” commonly used to refer to illegal wildlife items. ClawNet also contains a map of trade routes for law enforcement, illustrating which buyers and sellers respond to the identified web searches.

Technologies used: MongoDB, Python, OpenCV, HTML5, JavaScript, CSS3

HCD WEBSITE FOR TCS AND IIITD | MAIN DEVELOPER

August 2018 - November 2018

- Created a website for HCD department of IIITD in collaboration with TCS India.

Technologies used: HTML5, CSS3, JavaScript

MOBOT | MAIN DEVELOPER

Jan 2018 - March 2018

- Created a play full lamp which acts as a shy full pet if you go too close to him it will hide him inside his box and when he senses you are at a safe distance it will come up again.

Technologies used: Arduino

ARCHITECTURAL VISUALISATION WITH MR | MAIN DEVELOPER

August 2019 - December 2019

- Was responsible to create a VR system to help interior designer visualize the space and help them to analyze the environment in MR to place different objects in it.

Technologies used: C#, Unity

POST APOCALYPTIC ENVIRONMENT | MAIN DESIGNER

August 2019 - December 2019

- Created a post apocalyptic environment in blender 3d.

Technologies used: Blender, Substance Painter