Shreyam Mukherjee

Technical Skills: Java, C#, Unity Engine, AR-VR
Certifications: Data Visualization by COURSERA
Basics of Kubernetes and Containers by VMWARE
Introduction to Basics of JAVA by CODING NINJAS

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EDUCATION

Board	Tenure	Educational institution	CGPA/Percentage
B. Tech (CSE)	June 20 –Ongoing	Vellore Institute of Technology, Bhopal	8.47/10
Class XII	May 2020	Vikash Residential School, Bargarh, (Odisha)	84.16%
Class X	May 2018	Vikash Residential School, Bargarh, (Odisha)	81.2%

ACADEMIC PROJECTS

3-D Projects	▪ **Endless Runner (Escape through the terrains of modern era)** -Description: It is a immersive experience of a non-stop adrenaline endless running game as you can navigate dynamic landscapes, dodge obstacles, and collect power-ups. It has 40% more interaction as compared to any other game. This game has a TAM of 75% of youngsters. -Project Type: Individual. -Technology: C#, Unity3D, UI management ▪ **Coin Collector Game (1. Open world exploration)** - Description: Based on terrain exploration and coin collection this game is an open world prototype featuring different car and terrain selection. It increases the playerinterest for about 60% and my project is feasible to impact the TPS games by 75%. - Project Type**:** Individual -Technology: C#, Unity3D, UI management ▪ **FPS Gun Game** -Description: Hera is a FPS game prototype featuring a fast-shooting mechanism and vehicle movement, which increased player engagement by 50% and received a 4.5-star rating from players -Project Type: Individual. Technology: C#, Unity3D, UI management
AR-VR Projects	▪ **Animation Player || Video Player** Description: Implemented Vuforia engine to create a prototype scene for a new AR-based learning platform where you can spawn, navigate and provide different gestures to your model. Implementation of this has increased user engagement by 40% and decreased boring games tiredness by 30%. -Project Type: Individual. -Technology: Unity3D, C#, Vuforia
2-D Projects	▪ **Space Shooter || Car Dodge || Coin collector (Background theme based)** This game, which is based on a 2D prototype, involves player survival in an arcade. It boosts the player's engagement probability by 30% and similar games have 4.3star user ratings across all platforms.

INTERNSHIPS

Game Clan Entertainment (GCE)	▪ **Game Developer for GCE (05/02/2023 – 07/05/2023):** C# and Unity and post processing was implemented by me for creating a high-performing gaming app for the company; performance was enhanced utilizing methods like frame rate optimization, app size reduction, and faster load times; The 4.5rating in the pre-launched game received on Google Play increases this games success percentage to almost 50%.

CO-CURRICULARS

Coding	▪ In the top 3% of coders on the "Coding Ninjas" e-learning platform. ▪ Onto C# and Java coding for past 18 months.

ADDITIONAL INFORMATION

Hobbies	▪ Exploring about in trend Cars and recent launches of two and four-wheeler motor vehicles. ▪ My past few years have been devoted to the hobby of stock market analysis.
Languages	▪ English, Hindi, Bengali, Odia