Ujjwal Rajput

The purpose of my life is to do whatever I am doing with complete devotion.

BIJNOR
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EXPERIENCE

Chirrup Infotech Pvt. Ltd., WFH— Unity Developer Intern

Oct 2020 - PRESENT

- Work on both multiplayer and single-player games.
- Made the computer bot for ludo and uno board game that help to retain the user by 8-10%.
- Refactor the old uno code-base to Event-Based Architecture.
- Optimize ludo for size by 20% and load time by 35%.

EDUCATION

Ajay Kumar Garg Engineering College (AKTU), Ghaziabad — *Masters of Computer Applications (MCA)*

2019 - 2021

Vardhman College(MJPRU), Bijnor —Bachelors in Computer Science(BSc CS)

2016 - 2019

Raja Jwala Prasad Arya Inter College(UP Board), Bijnor —Intermediate and High School

2015-2016 2013-2014

PROJECTS

Captain Cool — An 2D Game using Unity game engine with C#, Illustrator, and Photoshop.

- Action-adventure 2d plateformer.
- The Player has the capability of running, jumping, sliding, and firing bullets.
- created in MCA 5th sem for project submission.

unnamed(under Process) — A 3D multiplayer game using Unity with c#, Blender, Illustrator, and Photoshop.

• multiplayer battle royal game with unity URP render pipeline.

SKILLS

Programming Languages: C#, JAVA, C/C++

Software Packages:

Unity3d, Blender, Android Studio, Adobe Illustrator, Adobe Photoshop, Adobe XD, Visual Studio, Microsoft Office.

Databases:

Firebase, SQL(basic)

Code Versioning Tools: Github, Cloud Source Repositories.

Firebase and Others:

Authentication, Cloud Firestore, Hosting, Cloud Storage, Realtime Database, Crashlytict, Performance Monitoring, Cloud Messaging, Google Analytics, Admob, and Adsense.

Operating Systems: Windows and Linux

AREA OF INTEREST

Game Development extremely enthusiastic, not feel like I am working.

Android Development second choice of work.

LANGUAGES

Hindi, English