

# Umang Dobhal

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[umangdobhal.github.io](https://umangdobhal.github.io)

## CAREER OBJECTIVE

Soon-to-be Computer Science graduate eager to continue exploring the inspiring, innovative field of Game Development, under the category of Game Programming.

## EDUCATION

### Dronacharya College of Engineering, Gurugram — *B.tech CSE*

2020 - 2024

Currently pursuing the degree.

### The Indian Heights School, Dwarka — *Intermediate*

March 2019 - March 2020

Total marks obtained 421 out of 500 [84.2%]

### Shiv Vani Model Sr. Sec. School, Palam — *Matriculation*

April 2017 - April 2018

Total marks obtained 406 out of 500 [81.2%]

## PROJECTS

- PACMAN REPLICA

I have developed a replica of the classic arcade game, PACMAN . It helped me to learn tile mapping, AI behavior and nodes in Unity Engine.

- CIPHER CONVERTOR

Written the python code to convert text into cipher as selected by the user

- KEYLOGGER

Written a python code to log the keys pressed by the user into a text file.

## SKILLS

A fluent hand in Python and C++ programming languages.

Fluent hands in graphical editing software like DaVinci Resolve and Adobe Photoshop

Knows my way around Visual Studio Code

Can use Unity Engine and Unreal Engine

## PROGRAMMING SKILLS

Python

C/C++/C#

HTML/CSS

Unity Game Engine

## COURSES

DevOps on AWS Specialization  
- Coursera

Flutter Development  
- Udemy

Artificial Intelligence  
- Udemy

CyberSecurity  
- Teachnook