
VIKAS KUMAR MADHUKAR

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Skills

- C++
- C#
- Unity Development
- Computer Networking

Education

- **CSE — Jaypee University of Engineering and Technology**
CGPA: 8.6 — 2024
- **XII (CBSE) — Hindupat Public School**
Percentage: 89.6% — 2022
- **X (CBSE) — Hindupat Public School**
Percentage: 82% — 2020

Experience

Unity Developer — ASTARIX

(12th December 2023 to 12th February 2024)

- **iOS & Android App Development and Design:** Led the development of the iOS version of an AR jewelry application, ensuring seamless integration of AR functionalities, optimal performance, and visually appealing user interfaces. Translated design concepts into functional components to enhance user experience.
- **Collaboration and Consistency:** Worked closely with the Android development team to maintain feature parity and consistency across platforms. Coordinated with designers, artists, and developers to align technical and aesthetic aspects of the app.
- **Optimization and Innovation:** Conducted extensive testing and optimization to ensure a smooth, bug-free experience. Stayed updated with the latest developments in AR technology and iOS practices to implement cutting-edge features and continuous improvements.

Academic Projects

Tank Strike (2D Game)

- Developed "Tank Strike," a 2D game using Unity and C#, showcasing creative aptitude. Invested two weeks in project completion while dedicating a year to mastering Unity and programming skills.

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- "Tank Strike" is a strategic 2D game where players navigate mazes to outsmart opponents, employing creative problem-solving to win levels. The game fosters tactical thinking and dynamic strategy development.

ARPuzzle (AR Game)

- Created "Puzzle AR" using Unity, a fast-paced game challenging players to scan objects and assemble puzzle pieces.
- Offers an immersive AR experience promoting quick problem-solving.

Dread Halls (Multiplayer FPS Game)

- Developed "Dread Halls," a multiplayer FPS horror game set in a dark, foggy haveli where players must eliminate each other to win.
- Utilized Photon Unity Networking (PUN) for multiplayer functionality, implementing features such as player respawning, kill tracking, and room management.
- Designed a dynamic environment with atmospheric elements and integrated a team system for strategic gameplay.

Position of Responsibility

VR/AR/MR Club — Jaypee University of Engineering and Technology

- Progressed from volunteer to Club Coordinator in VR, AR, and MR Club.
- Initiated projects and actively participated in college events and hackathons.
- Led AR, VR, and MR workshops for 400+ peers.

D-Tox — Student Body, Jaypee University of Engineering and Technology

- Coordinated and led performances as part of the college dance group at JUET's cultural events.

Achievements / Hobbies

Achievements:

- Cisco Certified Network Associate (CCNA) Course Completion: Successfully completed the Cisco Certified Network Associate (CCNA) course, mastering networking fundamentals, routing, and security. Achieved proficiency in subnetting, router configuration, and troubleshooting, enhancing skills in IT infrastructure management.

Hobbies:

- Sketching: I sketch portraits of people in my free time and feel happy at the end. It's a relaxing and rewarding activity that allows me to express my creativity.
- Cooking: I love to eat food, so I enjoy exploring new recipes and cooking in my free time. Experimenting with flavors and ingredients is both exciting and fulfilling.