



# Vivek Pathak

## EXPERIENCE

### Unity game engine— *game development platform*

Using c sharp programming language

Worked in unity and built an Archery game with my team.

### Unreal Engine 5— *game development platform*

Using c++ programming language

Worked in UE5 and built an Obstacle Assaulter game with my team.

### CodeChef— *competitive programming*

All programming language- problem solving practise platform

Tried a few random questions at codechef and I am trying to get 5 stars by the end of January, after that I'll switch to leetcode.

## EDUCATION

### City Montessori School, Aliganj branch 1 Lucknow —

2007- May 2021

I got : **84% in 10th**  
**86% in 12th**

### Vellore Institute of Technology(Bhopal), Kothri Kalan village Sehore— *B.Tech in Computer Science and Engineering (Specialization in Gaming Technology)*

September 2021 - 2025

I joined VIT Bhopal pursuing Btech in Gaming Technology to become a coder and a well known game developer and also an animator.

## PROJECTS

- 1) developed a game “Strong Archer 3D” during academics
- 2) developed a game “[Garbage Grabbers](#)” for game jams with team
- 2) developed a website “[Quit For Good](#)” for social cause with team

Sector3, 3/448, Vikas Nagar  
LUCKNOW

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[Github](#)

[LinkedIn](#)

## SKILLS

Problem solving in JAVA

Also know c++/c, c-sharp

Worked in unity game engine

Worked in unreal engine 5

## ACHIEVEMENT

Gold medalist in School for  
International General  
Knowledge Competition.

Foundation of UX design  
[Certificate](#)

Fundamentals of Global  
Energy Business [Certificate](#)

## LANGUAGES

Medium of speaking language:  
Hindi , English

Programming Language:  
JAVA,PYTHON,C/C++

## EXTRA CURRICULAR

Participated in game  
development  
competition-using theme  
Culture Craft

