

Contact Information

Email
raizadautkarsh@gmail.com

Address
104 Friends Colony,
Chhindwara, M.P., India
(480001)

Phone
(+91) 9669468057

Skills

> Programming Languages

C
C++
C#
Html
Java
Python
R

> Unity3D

> GameMaker Studio

> Blender

> Data Analysis using Excel

> Simulation and Modeling

> Photoshop

> Project Management

> Soft Computing

> Competitive Programming

> MatLab

> Autodesk Maya

> Graphic Programming

> Unreal Engine 4

Utkarsh Raizada

Data of Birth: Jan 1, 1996

Gender: Male

Portfolio: www.raizadautkarsh.com

Education

Lovely Professional University Jalandhar, Punjab, India 2018	Bachelor of technology Computer Science and Engineering CGPA - 8.73
ICAT Design and Media College Bengaluru, Karnataka, India 2019	PG Diplome Game Programming
First Step School Chhindwara, M.P., India	XII (CBSE) - 2013 Percentage - 71.6%
	X (CBSE) - 2011 GPA - 8.6

Internship

Ken Interactive (March 2019 to September 2019)

Game Developer

- Worked on a first-person shooter to be available as android app and WebGL page.
- An isometric 2D game with a non-linear dialog system loaded and implemented using CSV and JSON (https://www.youtube.com/watch?v=0yhY_NAkHtw)
- A Crossword and Wordsearch mini-games to be embedded into an Adobe Captivate Course.
- A Character customization system in unity using dragon bones.

Reference : Prakash Viswanathan, +91 9620210560
prakashpv@hotmail.com

Projects

The Will

- A short horror game made for BYOG 2019 game jam using unreal Engine with horror Engine plugin.
- Download link : <https://phoenix-0101.itch.io/the-will>

Zeledame Rescue

- A third person 3D game made unity3D and all assets made by us using blender.
- Multiple mechanisms made fpr different level. Like, auto generating tiled floor, focus mode to see footprints, teleportation, turret etc.

Interactive Gamified Learning System for Disabled

- A leaning system with a 3D interactive environemt with tutorial, to help user learn by experiencing with a first person and a third person character.
- Multiple mini-games and quizzes for better learning.

ThresholdShift

- An interactive First person shooter made to be enjoyed by the gamers. Created using Unity3D, Blender and every working neuron in my brain.

BattleON

- Developed a two player LAN based strategy game using GameMaker Studio.
- Proporamming language used is c++ and sockets are used for setting connection and data transfer.
- Download link : [Https://phoenix-0101.itch.io/battleon](https://phoenix-0101.itch.io/battleon)

Certification & Cources

- A week long workshop on Game Development in Unity3D. (2016)
- An online course on Blender 3D Modeling by Billy McDaniel available on Udemy. (2017)
- Cources under progress - Unity Game Development, Code in UNity and Unreal (Udemy) (2018)

Honors & Awards

- Awarded 1st Prize in Game Development - Competetion in th Annul Tech Fest of Lovely Professional University. (2016)
- Ranked 1st in Creative Game Development Competetion in Lovely Professional University. (2017)
- Awarded 1st Prize in Game Development - Competetion in th Annul Tech Fest of Lovely Professional University. (2018)