Utkarsh Raizada

Data of Birth: Jan 1, 1996

Gender: Male

Contact Information

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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
> Competetive Programming
> MatLab
> Autodesk Maya
> Graphic Programming
> Unreal Engine 4

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 present)
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
- A Crossword and Wordsearch mini-games to be embedded into an Adobe Captivate Course.

Projects

BattleON (2016)
- Developed a two playesr LAN based strategy game using GameMaker Studio.
- Proprramming language used is c++ and sockets are used for setting connection and data transfer.
- Download link : Https://phoenix-0101.itch.io/battleon

Collect (2017)
- A adventure puzzle game with multiple levels developed using Unity3D, programmed in C#.
- Created under 3 hours for a creative game development comptition on spot.
- Awarded 1st Prize in the compettetion it was created for.

ThresholdShift (2017)
- An interactive First person shooter made to be enjoyed by the gamers. Created using Unity3D, Blender and every working neuron in my brain.
- It is Scientific-Friction type of game based on a future time-line. It is a FPS with a single character, following the story driven missions to complete the game.
- Genre - Action, FPS, Adventure, Puzzle, RPG.

Interactive Gamified Learning System for Disabled (2018)
- 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 quizes for better learning.
- Build for standalone system but portable to Android and webGL.

Cutthroat Servers (2018)
- An online HTML5 multiplayer topview with basic mechanics and scoring system.
- It is made using modd.io ide and Tiled to design game map.
- Link : https://phoenix-0101.itch.io/cutthroat-servers

Zeledame Rescue (2018)
- 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.
- Genre - Adeventure, Puzzle.

Certification & Cources
- A week long workshop on Game Development in Unity3D. (2016)
- An online course on Blender 3D Modeling by Billy McDaniel avalible 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)