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Summary

I'm a self-taught Game Developer, Designer, and 3d Artist with 3+ years of experience in Game Development. Currently, I'm a senior undergraduate at IIT Gandhinagar, India, pursuing a major in Computer Science and minors in Design, Cognitive Science, and Humanities. I believe that Cognitive Science can be used to make games more engaging and Humanities can be used to make games for the betterment of the individual as well as that of society.

Education

2016 - present	IIT Gandhinagar, India	B.Tech (Major in CSE with minor in Design, Cognitive Science, Humanities & Social Sciences)
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Internships

- **UNESCO MGIEP; Dr. Nandini Chatterjee Singh (Senior Education Specialist - Science for Learning);** June '19 - August '19
 - Worked as a Game Developer and Designer Intern to develop a game based app for young children to assess their readiness to read.
 - Apart from designing and developing the game, implemented an in-house email and OTP based registration, login, and user management system.
 - One of the key features of the game was storing the responses of the users on the server for analysis.
 - Helped in user research and testing for "[FramerSpace](#)".
- **PICT; Prof. David Parkinson (University of Saskatchewan);** July '18 - July '19
 - PICT is an initiative led by faculty at the University of Saskatchewan working together with colleagues at international partner institutions. It offers established and emerging faculty worldwide the opportunity to teach collaboratively.
 - As a Webmaster, developed an LMS (Learning Management System) website with an in-house conference system, as well as a social network system for PICT.
- **WhatBox Ent. Pvt. Ltd;** 24th May '18 - June '18
 - As a UI Programmer, implemented the proposed design while updating it to decrease the overall build size, improving performance and making it more engaging.
 - As a Game Programmer, instead of using an existing system, implemented it from scratch which resulted in a significant increase in performance as well as a decrease in the build size.
 - Developed a Quiz game in Unity which consists of different types of Questions, which are generated by the server in real-time.
 - Created a Reusable and Scalable word-finding mechanism for the Grid, which can be exported as an independent and easy to use Unity Package.
 - Helped fellow intern to create a reusable UI System for the game.

Game Development, Design, and Gamification Projects

- **Edu_Tech Model; Prof. Manasi Kanetkar (Design, IITGN);** Jan '19 - Dec'19
 - Designed a game based model to explain abstract concepts in a more effective way to boost the academic performance, self-efficacy, and self-esteem of students in the age group of 10-13 years.
 - A paper on the same has been submitted for review in the [International Conference on 'Designing for children' with a focus on 'Play and Learn'](#).

- Designed boards games using Edu_Tech Model for teaching history and improving social skills.
- **Designing VR games for Stroke patient rehabilitation; Prof. Arup Lal Chakraborty (Electrical Engineering, IITGN); August '19 - Present**
 - Developed VR Games to motivate and train stroke patients in their Rehabilitation, using a fiber-optics based glove for inputs.
 - Designed dashboard UI to show the patient's progress over time.
- **Analyzing the effectiveness of Multiplayer Brain Training games on young adults; Prof. Leslee Lazar (Cognitive Science, IITGN); August '19 - Present**
 - The study aims to find to what extent do multiplayer games increase the performance of young adults in brain training games.
- **PlayPro Digis; September '17**
 - Designed, developed and published a top-down shooter on Play Store.
 - Successfully integrated Google play services like login, leaderboard, achievements.
 - Used Object pooling and profiling for optimizing the game on low-end smartphones.
- **IP-Ninja; March'18**
 - Developed a 2D Platformer style Educational game for spreading awareness about "Intellectual Property".
 - Used Curiosity-driven gameplay to make it more engaging.
 - Created a "Character class" and referenced the Player and Enemies to the character class (instead of Monobehaviour) for keeping the code clean.
- **HyperPoetry Level 1: March '18 - April '18**
 - This project is an initial attempt to bridge the philosophical thought of 'Continuum Theory & Hausdorff Space' along with the concept of Hypertext through the use of poems that have the subject matter of 'infinity' as its core.
 - Launched at the Digital Humanities Alliance of India (DHA) conference 2018.
- **Using Gamification to Solve Traffic Problems; December '17**
 - The project was made for the Workshop on Design and Cognitive Intervention for Large-Scale Social Concerns which was jointly organized by IITGN (IIT Gandhinagar) and JAIST (Japan Advanced Institute of Science and Technology).
 - Proposed a low-tech and easy to implement Traffic lights and lottery system to prevent drivers from crossing the Stop line.
- **EducationAR; Prof. Ashis Jalote-Parmar (Design, IIM-A); July '17 - October '17;**
 - Designed and developed a Gamification based app (with curiosity at its core) using Unity for school children to help them understand subjects like History and Maths better by using AR and other Game mechanics like Points, Leaderboards and Multiplayer Quizzes.
- **Making games for the Curiosity Lab at IITGN; Prof. Jaison Manjaly (Cognitive Science, IITGN); December '17 - April '18**
 - Developed and Designed Curiosity based games on Unity for children to enhance their learning ability and collected the data for future analysis.
- **Simulation made in Unity for Modelling of Real gas using a Pendulum in a Capacitor; November '17**
 - Simulated a Pendulum between two charged capacitor plates in Unity.
 - The results obtained from the simulation were similar to the values found after doing the real-world experimental.
- **Games, Gamers and Gamification; Prof. Pedro Pombo (Humanities and Social Sciences, IITGN); July '17 - November '17**
 - The main aim of this project was to learn about Gamification, different ways to implement it efficiently and finding various opportunities for implementing it in India.

Skills

- **Game Engines:** Unity3D, Construct 2 / 3, Unreal Engine
- **Platforms:** Android, Microsoft Windows, WebGL, Google Cardboard, Vuforia.
- **3D Modeling:** Blender, Substance Designer, WorldViz Vizard 5, Make Human, Google SketchUp
- **Digital Design Softwares:** Inkscape, Adobe Photoshop, Adobe Illustrator
- **Programming Languages:** C#, Python, C, PHP, Matlab, Verilog, HTML, CSS, JavaScript, ARM Assembly language

Achievements

- Selected in Different Games @ DGC 2020 ambassador program for attending GDC 2020
- Selected among 400 participants from all over the world to participate in the [Reality Hack](#), an XR Hackathon organised by MIT Media Lab at MIT.
- **Technical:**
 - 1st Position in Child's Play, Game development competition held by DiGiS (formerly DICE), game development club of IITGN; April'17
 - 2nd position in AR Game development competition held by DiGiS; March '18
- **Cultural:**
 - 1st position in Online Photo Story in 2nd Inter-IIT Cultural Meet; December '17
 - 3rd position in 48 hours Short Filmmaking Competition in 1st Inter-IIT Cultural meet; Dec. '16

Positions of Responsibility

- **Secretary**, 16Pixels IITGN, Photography club of IITGN; May '17 - April '18
- **Chief Mentor**, DIGIS IITGN, Game Development Club of IITGN; May '18 - Present
- **Event Organiser**, DRA, Amalthea '17 (Technical summit of IITGN):
 - Strategically minimized the expenses in Amalthea by finding new and innovative methods of creating a Drone racing track, which led to the saving of Rs.15000

Extra-Curricular Activities

- Developed over 35 different games for PC, Android, and Cardboard in last year.
- Conducted different workshops on Game Development with Unity for DIGIS and IITGN student community and played a major role in spreading the Game Development culture in IITGN.
- Worked as a teacher at "Chetana" by NYASA, which focuses on teaching underprivileged children for free.
- Presented in the IITGN-JAIST joint workshop on Design Interventions for Large-Scale Social Concerns.
- Was part of India Ki Khoj, a social interaction program for students of IITGN, CalTech and JAIST.
- Member of "Health Club" (2016-17), Designer for BYTES (in-house magazine of IITGN), member of "Alumni Association" (2016-17)
- Event Organiser for Ignite 3.0 (Tech-fest of IITGN), Blithchron'17 (Cult-fest of IITGN), BlithMun (MUN by IITGN) and International Conference on Safety 2016.

Showreel showing the projects made during 2017 - 2018

- https://youtu.be/ess4__OG_0

Github Repo

- <https://github.com/Kshitij08>

Portfolio Link

- <https://kshitij08.github.io/portfolio/>