

Saurav Raj

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Education

SRM University, AP-Amaravati, Andhra Pradesh, India

B.Tech

Computer Science Engineering

CGPA: 7.8/10 till 2nd Semester | Graduation by May, 2021

School

Chinmaya Vidyalaya, Bokaro Steel City, Jharkhand, India

C.B.S.E Board with 84% in 12th grade | April, 2017

ST. Francis School, Jasidih, Jharkhand, India

I.C.S.E Board with 93.7% in 10th grade | April, 2015

Projects

TimeTrack

An semi infinite runner game where the protagonist has to travel through different time portal that takes her through different stages of human evolution. During this adventure, she travels through the Stone Age, the Medieval Age, the Modern Age, the Post-Modern Age and the Apocalyptic Age with an unlockable world, the Jurassic Age.

I along with my team are selected to **present this game** in **SLUSH - 2018**, one of the world's leading start up event making us the **first team from India** to go to **SLUSH** to present our game.

L'Equips Reader

This app is all about **bringing poem in visual form**. In this a visual context of the theme goes on along with the poem. This is especially helpful for students who are unable to understand the context of poems or are unable to visualize. This app helps students to visualize things in an easy way and understand them.

Virtual SpaceX

Virtual spacex is a virtual reality app that allows users to **experience space from tesla's starmen view**. Using this application people can experinece as if they are sitting in tesla roadster and looking into space.

Skills

Computer Languages: Java, C, C#, Python

Libraries/Tools: Vuforia, ARCore

Game Development Platforms: Unity 3D, Unreal Engine 4

Game Development Software: Adobe Photoshop, Blender 3D

Other Skills: 3D Modelling, Character Designing, Gameplay programming,
3D/2D Animation Designing, MS Office

Memberships

Game Developer and AR/VR Researcher at **Next Tech Lab AP**

Member of SRM University AP **ACM Student Chapter**

PyData Amaravati

Interests

Game Development
AR/VR Research
Level Designing
Gameplay programming

Achievements

Winner of IGDC - 2018, and is selected to present my game in **SLUSH - 2018**, one of the world's leading start up event. Moreover this is the first game from India to go in SLUSH.

Member of Next Tech Lab AP

2 times Winner of Inter School Quiz Competition

Secured **4th rank in the city in NCO**

Secured **2nd rank in city IEO**

Extracurricular

I **participated and represented my school** in various speech, extempore and debate competitions, **securing prizes in most of them** .

An **active member** of the official college **gaming society** .

I am also passionate about **writing articles on Gaming and Social Issues** .

Was the **Event Organiser** of **TechFest 2018**

Languages

English and Hindi

I hereby declare that all the above fact and figures are well under my knowledge. I submit my resume under good hopes for an exciting exposure under your banner.

SAURAV RAJ