PULKIT PARASHAR

Quick learner and a self-motivated team player. With the experience of over 5 years gaming industry as a programmer and a designer. I am always looking for better opportunities to grow exponentially.

EXPERIENCES

JUNE GAMING, INDIA
UNREAL/UNITY DEVELOPER

Feb 2021- Present(Part-time)
April 2019- Dec 2020

Worked on Unity3D engine to develop games using C#.

FRAMESTORE/ANIBRAIN, INDIA
GAME DEVELOPER

August 2016- March 2019

Developed AR/VR gamified experiences using Unity and Unreal engines.

TECHNICAL

- Unity3D
- Unreal
- C/C++
- OpenGL
- Photoshop

LANGUAGES

- Hindi
- English
- German

GAMES DEV

DEVIL AMONGST US!
THE LAST RACOON
SUPERPARTY
SUPERTANKS
HAAN YA NA
ROGUE SOULS

UNITY

DISTRESSED
BE THE FLASH

UNREAL

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EDUCATION

UNIVERSITY OF KLAGENFURT
MASTERS GAME STUDIES AND ENGINEERING

OCTOBER 2020

MAHARAJA SURAJMAL INSTITUTE OF TECHNOLOGY, I. P. UNIVERSITY
BACHELORS OF TECHNOLOGY, INFORMATION TECHNOLOGY

Aug 2012 - JULY 2016

SKILLS

- Problem Solving
- Delegation
- Strategic thinking
- User empathy
- Analytical

NOTABLE

CONDUCTED SEMINAR FOR FRAMESTORE ANIBRAIN AT INDIRA COLLEGE, PUNE.

ALL TIME BEST GAME RATING ON GAMEJOLT.

COMPLETED THEATER IN EDUCATION AT NATIONAL SCHOOL OF DRAMA, INDIA.