



# UTKARSH YADAV

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• <https://utkarshyadav449.journoportfolio.com/>

## PROFESSIONAL SUMMARY

Innovative third-year BSc. Computer Games Application Development (CGAD) undergraduate student at Abertay University, seeking opportunity to further expand my skillset and gather experience from working in the industry.

## EDUCATION

**BSc. Computer Application Development :**  
Games Application Development, Jul 2023  
**University of Abertay - Dundee**

Improved application of programming constructs and languages in the creation of interactive media. Shown with group projects requiring an immense amount of teamwork to deliver a program under certain conditions in a short amount of time, i.e. a deadline.

**Certificate of Higher Education :** General, 2019

**J.L.D.A.V Public School - New Delhi**

5 subjects with grades ranging from A+-B including Physics, Chemistry, Higher Mathematics, English, and Computer Science

## INTERESTS

- Sports
- World Politics
- History
- Computing
- Literature
- Artificial Intelligence.
- World History
- Music

## LANGUAGES

- English
- Hindi

## EXPERIENCE

**Games with C++**, single level

- An FPS game for the PS Vita using Box2d and Games Education Framework(GEF).
- A 2D side scrolling shooter game using SFML graphics API.
- A 4-player networked racing game using SFML networking.

**Graphics Programming with C++ and HLSL,**

- A graveyard scene comprising of proper lighting and shadow calculation was done using OpenGL.
- A beach scene comprising of vertex manipulation, post processing effects and dynamic lighting and shadows, this was achieved using DirectX shaders.

**Applications with C++**,

- An anagram finder using unordered map and binary trees (multi-threaded).
- A multi-threaded interactive Mandelbrot set.

**Artificial Intelligence with C++**,

- Created a feed-forward shallow neural network (2 layers) which recognises handwritten digits using the MNIST dataset for training.

**Unreal Engine**, 09/2021 to present (8 Months)

- Currently working with unreal engine to create a game called GeckGo!
- Worked with unreal engine to create a stealth mechanic with AI patrol guards.

**Forfar Road Service Station (JET)**, 10/2021 to 12/2021 (2 Months)

- Worked night shifts on Saturday and Sundays from 10PM till 7AM.
- Responsibilities included closing the main door and redirecting customer to the till window, cleaning and stocking the shop.

## CORE SKILLS

- Solid C++ programming Skills
- English Proficiency
- Advance Mathematics
- Communications
- Advance Physics
- Basic Networking
- Problem solving

## REFERENCES

1. Colm Hawkins- Mobile: +44 7821 180 242 - Email: Hawkins.colm@gmail.com  
Occupation: Junior Engineer - Relation: Friend
2. David Sutherland - Mobile: +44 7538 814 203  
Occupation: Student – Relation: Co-Student