

Abhishek Bhatt

Bengaluru, Karnataka | abhibhatt862@gmail.com | +91 7005808873 | [Linkedin](#) | [Github](#)

Education

BMS Institute of Technology and Management, Masters of Computer Applications, 2025

- CGPA: 8.67/10.0 (Current)

Royal Global University, Bachelor of Science in Information Technology, 2021

- CGPA: 7.3/10.0

Delhi Public School, 2018

- Percentage: 67.8%

Experience

Game Developer Intern, Jabsz Gaming Studios LLP – Remote, Gurugram, India Sep 2024 – Present

- **Collaborating** in a team to develop a 3D horror game, using GitHub for **version control** and task management.
- Developed and integrated a **dynamic** main menu system for smooth user interaction and an intuitive navigation experience.
- Implemented **asynchronous** scene loading with a loading screen, improving transition speed between scenes and enhancing the gameplay experience by reducing perceived load time by approximately 10%.
- Optimized quality settings with Singleton **design pattern** and PlayerPrefs for persistent custom graphics.

Achievements

[GeeksforGeeks](#)

Problems solved: **235+**

Achieved a peak Institute ranking of **60** out of **3500+** candidates

Projects

easyGo- All in one vehicle Rent

[GitHub](#)

- Built a vehicle rental platform with secure Firebase Authentication, allowing users to list and rent vehicles.
- Integrated **Firestore Realtime** Database for dynamic, real-time vehicle listings.
- Integrated **React Router** for smooth navigation across pages and **Context API** for efficient state management.
- Tools: React.js, Vite, Tailwind CSS, Firebase, VS Code, EmailJS

Drag Them All

[GitHub](#)

- Developed a 2D Android game where players drag and destroy randomly spawning enemies to prevent them from escaping.
- Created an **algorithm-based** random spawning system for enemies, adding dynamic challenge.
- Applied **Singleton** and **Observer** patterns for efficient game state management.
- Used **AES encryption** to securely save player data locally, enhancing data protection.
- Tools: C#, Unity Engine, VS Code, Photoshop

Technologies

Languages: C++, C#, SQL, HTML, CSS, JavaScript

Technologies/Frameworks: React, Tailwind CSS

Tools: Git, GitHub, Unity Engine, VS Code, Firebase, Linux(basic)

Others: Data Structures & Algorithm, Version Control