

JAI SINGH RATHORE

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SKILLS

Languages | C++ • Python • C • Java • Unreal Blueprints • OpenGL • GLSL

Softwares and Tools | Unreal Engine • Blender • Visual Studio • Visual Studio Code • JetBrains Rider • NumPy • Pandas • SciKit Learn • Matplotlib • Tensorflow • Keras • PyTorch

VERSION CONTROL | Git • Git Hub • Git Lab • Perforce

EXPERIENCE

Steel Frog Studios – Game Developer Intern

Mar 2024 – July 2024

- Switchable First Person and Third Person custom cursor game mode
- Discord Plugin for Unreal Engine to integrate the Discord Rich Presence (Github [Repo_Link](#))
- Custom Discord Plugin integration

Nightingale Studios – Game Developer Intern

Apr 2024 – May 2024

- Custom Flying mechanics for the spaceship
- Discord Plugin Integration

PROJECTS

- Music Tune Generator (Tensorflow and Keras)
- Debiasing Facial Detection (Tensorflow and Keras)
- Safe Picture Categorization (PyTorch - Work In Progress)
- Lone - Survivor : A zombie survival game made for the Game Dev.tv game jam.
- Discord Unreal Engine Integration Plugin (Discord Rich Presence integration for Unreal Engine games)
- Handwritten number detection (Deep Learning)
- Star Wars Cinematic (Inspired by Mandalorian made and powered by Unreal Engine)
- Halo Remake (Unreal Engine)
- Halo Cinematic (Unreal Engine and Blender)
- Toon Tanks (Cartoonish Theme based tank game)
- Simple Shooter (Third Person Shooter game with mechanoid)

EDUCATION

Christ University - B.Tech in CSE specialization in AIML

Aug 2022 – May 2026

XAMK - B.ASc in Computer Games and Programming Skills

Jun 2023 – Dec 2024

COURSEWORK

- Unreal Engine Blueprints
- GPU Architecture
- Unreal Engine Multiplayer Architecture (ongoing)
- Modern C++ Programming Cookbook (Book by Marius Bancila)
- C++ for Unreal Engine
- MIT Deep Learning
- Deep Learning Bootcamp
- AI for Games (Book by Ian Millington)

INTERESTS

- Cinematics • Level Design • Art • 3d Modeling • Photogrammetry • Gaussian Splatting