

KARTIK JINDAL

+91 8059570660 | kartikjindals08@gmail.com | github.com/BlazeO8 | Ghaziabad, UP 201010

EDUCATIONAL QUALIFICATIONS

Course	Year	Institution	Result
Bachelor of Computer Applications (BCA)	2024- Ongoing	IITM, GGSIPU, Janakpuri	2nd Year
Senior Secondary (Class XII)	AY 2023-2024	DAV Public School, Ghaziabad	84%
High School (Class X)	AY 2021-2022	DAV Public School, Ghaziabad	78%

TECHNICAL SKILLS

Languages: Python, SQL

Databases: MySQL, query optimisation

AI / ML: Prompt Engineering, AI Bots and usages

Game Dev: JavaScript Canvas API, Roblox Studio (Lua), Unreal Engine (learning)

Web / Other: HTML, CSS, JavaScript

Tools: GitHub, VS Code, Roblox Studio

PROJECTS

GTA: Pixel City | *JavaScript • Canvas API • Game Dev*

- Interactive 2D browser game with pseudo-3D feel featuring vehicle physics, a multi-weapon system (Pistol, Rifle, Shotgun, Minigun), NPC AI, dynamic wanted level, and a full mission system — built entirely from scratch using the Canvas API.

<https://blazeo8.github.io/pixel-city-game/index.html>

Mixed Obby Game | *Roblox Studio • Lua*

- Designed and built a mixed obstacle course game in Roblox Studio, leveraging Lua scripting for game logic, interactive checkpoints, and player progression mechanics.

<https://www.roblox.com/games/12171252028/special-obby>

Unreal Engine Game | *Unreal Engine • C++ / Blueprints (In Development)*

- Building a 3D game in Unreal Engine, applying concepts in level design, game mechanics, and engine workflows — expanding from 2D browser and Roblox development into professional 3D game development.

Portfolio Website v2.0 | *HTML • CSS • JavaScript • Canvas*

- Modern personal portfolio featuring canvas particle animations, glassmorphism UI, animated skill bars, and a certificate showcase with PDF downloads — fully responsive across devices.

<https://blazeo8.github.io/websitetoportfolio/>

EXPERIENCE

Peer Programming Tutor | *DAV Public School / IITM | 2023 – 2024*

- Assisted fellow students in understanding HTML and Python during academic synergies.
- Helped debug code and explained core programming concepts in a co-constructed learning ecologies.

Member, Corporate Relations Division | *InternHub Club, IITM (GGSIPU) | 2025 – Present*

- Actively building industry connections and facilitating internship opportunities for students across the college.

CERTIFICATIONS

- Advance AI Skill — Outskill
- Python Programming — DataFlair
- C Programming – Part 1 & Part 2 — Coursera
- C++ Programming — Coursera
- Networking & Cybersecurity — Ducat

INTERESTS & GOALS

- Passionate about AI/ML, game development (browser, Roblox, Unreal Engine), and building creative tech solutions.
- Actively seeking internship opportunities to apply skills in Python, AI, and software development.
- Currently learning Unreal Engine to expand game development expertise into 3D environments.