



Lokesh Kaushik

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 [View Portfolio](#)

ABOUT ME

I'm a passionate and self-driven developer with a strong foundation in C++, Python, and Java. I enjoy building real-world projects that blend creativity with problem-solving—ranging from multiplayer games to a full-featured Bank Management System with secure authentication and database integration. My hands-on experience spans Unreal Engine, JavaFX, UI/UX design, and version control. I'm always eager to learn, adapt quickly, and contribute meaningfully to any tech-driven team.

SKILLS

- Unreal Engine
- Blueprint Scripting
- Multiplayer Architecture
- C++
- Event-Driven Programming
- Database Integration
- Java
- Python
- Git, Github

PROJECTS

Prop Hunt – LAN Multiplayer Stealth Game (Under Development)

Dec 2024 – June 2025

Tools: Unreal Engine, C++, Blueprints, Multiplayer Framework

- Developed a LAN-based multiplayer game with real-time disguise and stealth mechanics. Implemented player disguise using mesh swapping with multicast RPCs and built core systems like role assignment, lobby, and level transitions.
- Added health and damage systems with UI integration. Focused on performance optimization across hardware tiers and ongoing feature additions like cooldowns and prop spawn limits.
- Links: [Gameplay clip](#), [Game](#), [Repository](#).

Bank Management System – Full-Stack Desktop Application

Oct 2024 – Dec 2024

Tools: Java, JavaFX, SQLite, MVC Pattern, OOP

- Developed a desktop banking system with a responsive JavaFX UI and secure authentication using password hashing.
- Implemented role-based access for admins and clients, with features like fund transfers, account management, and transaction history.
- Used SQLite for offline data storage and followed OOP and MVC principles for clean, maintainable code.
- Links: [Application clip](#), [Download here](#), [Repository](#).

Flappy Fish – 2D Pixel Art Game (Game Jam Project)

Created in under 10 days for

Tools: Unreal Engine, 2D Pixel Art, Animation

Pixel Game Jam

- Designed and developed a 2D pixel-art game from scratch in 10 days for a game jam.
- Created custom 2D assets and implemented animations, tilemaps, and physics using Unreal Engine.
- Built gameplay logic with Blueprints and focused on player feedback and polish.
- Gained experience in rapid prototyping and end-to-end game development under time constraints.
- Links: [Gameplay clip](#), [Game](#), [Repository](#).

EDUCATION & CERTIFICATIONS

Nathdwara Institute Of Biotechnology And Management | 2022 - Present

Bachelor of Computer Applications.

Percentage: 85.68%

Rajasthan State Open School (12th) | 2019 - 2021

Science and Maths

Percentage: 70.60%

Haritha International Senior Secondary (10th) | 2018 - 2019

Percentage: 83.50%

Joy Of Computing Using Python | 2023

NPTEL

Scored 87.5% and became the top 5% with silver medal