









ABOUT ME

An IT student who excels in **Game Development, C/C++/C# programming**. I am a big believer in reading for knowledge and participator of sports to stay active. Let's link up and dive into exciting tech conversations.

PROJECTS

Games	Objective	Tools Used	Learning Outcome	Time Period	Links
Kitchen Chaos 3D - Indie Game Developer	Players take on the role of a chef overseeing a bustling kitchen in this inventive game that combines strategy and time management. They must prepare and deliver delectable recipes while overcoming numerous challenges and obstacles.	Unity 3D Asset Store	New Input System, Physics Raycast (Collision Detection and Interaction), Shader graph, Delegates and Interfaces, Code Refactoring, Interfaces and Events Scriptable Objects	10/2023 - 12/2023	 
2D Action Game - Indie Game Developer	Built a 2D action game using Unity and C#, as well as weapons. The player must use a variety of weaponry to kill various enemy types and advance to the boss level.	Unity 2D Asset Store	State Machine Behaviour, Particle System & Animations, Scene Transitions	05/2022 - 06/2022	 
Giant Surviving 2D - Indie Game Developer	Player must avoid the Enemies that are Descending from above. Added Audio, Themes, and a UI to a game created with C# and Unity.	Unity 2D Asset Store	Unity Basics , 2D Character Animation Player Control, Hazard Creation, UI Design, Sound Integration & Game Publishing	03/20222 - 04/2022	 
My Portfolio Website	Download CV View live projects and the Glimpse of me	React JS HTML, CSS VS Code	React Hooks, React Icons, Responsive Sites, Carousels, Slides, Swipe.js	06/2023 - 08/2023	 

For all project's live demos visit my portfolio website

WORK EXPERIENCE

Origami Games – Internship Trainee (Hybrid) [06/2022 – 07/2022]

- Competed with **50 applicants** and secured one of the **10 openings**.
- Worked on **2D animation games** using **Unity & C Hash**
- Build **Shooting Mechanisms** using **C Hash**

Achievements

- GameJam Winner [01/2024]
- Published first game on Play Store on [01/2024]
- Hero Vired Learner (Present)
- Coding Ninja Certification
- Udemy Certification on Unity
- SIH Hackathon
- National Poetry Competition

Education

Bachelor Of Technology in Information & Technology
Chandigarh Group Of Colleges [2020 – Current]

City: Chandigarh

Field(s) of study: Information and Technology

Final grade: 73%

Intermediate

Asha Modern International School, Saharanpur, CBSE [2019 – 2020]

Final grade: 58.8%

Matriculation

New Era Academy, Saharanpur, CBSE [2016 – 2017mm]

Final grade: 82%

Technical Skills

C | C++ | C# | Microsoft Office | Version Control
Database: MySQL | **MS Word** | **Unity scripting.**

Certifications

Click on the icon Below:

