

Ayushman Raj

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SKILLS

- **Languages:** C++, JavaScript, C#, Dart
- **Frameworks:** NodeJS, React, ExpressJS
- **Tools/Platforms:** FireBase, Unity, FlutterFlow, Figma, Photon, MongoDB
- **Soft Skills:** Project Management, Adaptability, Time Management

PROJECTS AND TRAINING

- **Shooting Arena – Multiplayer FPS Game:**
Shooting Arena is a fast-paced multiplayer first-person shooter (FPS) game developed in Unity. It features intense team-based battles with smooth player movement, realistic animations, and strategic gameplay. Players can engage in TDM-style (Team Deathmatch) combat, utilizing various weapons and tactics to dominate the arena. The game includes networking for real-time multiplayer, player health management, and responsive shooting mechanics for an immersive experience.
Tech: Unity, Photon, Google ad, C#, Visual Studio, Mixamo

Infinite Runner 3d:

Endless game which counts the max-distance travelled by the player. It has obstacles to escape and has Coins to collect while running. Game is designed in the unity engine with the use of language C#. Game has good UI and have options for maps and players can also see their Achievements on the home page.
Tech: Unity, C#, Blender for Assets, Visual Studio

Target Shooting Game:

This game is basically a click based which is made in Unity 2D. Game has function to spawn Spaceships in some defined intervals of time and player must complete a certain score within The given time limit to Complete the game. This game has features like pause, restart and exit.
Tech: Unity, C#, Visual Studio

Game development Training – by CipherSchools:

During my summer training with CipherSchools, I gained hands-on experience in game development using Unity and C#. The program covered game physics, UI design, player mechanics, and optimization techniques. Through this training, I developed multiple games, including Coin Collector, an endless runner with obstacle avoidance and achievement tracking. This journey enhanced my skills in game logic, object interactions, and performance tuning, strengthening my foundation in game programming and design principles.
Tech: Unity, C#

CERTIFICATES

- Cloud Computing By NPTEL. November 2024
- Game Development using Unity and C# by CipherSchools. July 2024
- MERN By Programming Pathsaala. January 2025

ACHIEVEMENTS

- **Secured Google Arcade Premium milestone:** December 2024
I participated in the Google arcade of summer 2024 and reached the premium milestone.
- **Attained Google DevFest 2024 Jalandhar and got Swag as a prize:**
Got selected among 5 others during the quiz competition about App development in DevFest.
- **Ranked 619th in GSSOC ext. 2024:**
I contributed in Gssoc ext. 2024 and got 619th rank and got badges in my GitHub.

EDUCATION

- **Lovely Professional University** Punjab, India
Bachelor of Technology - Computer Science and Engineering; **CGPA: 6.75** August 2022 - Till now
- **Levana Public School** Chakia, Motihari
Intermediate; **Percentage: 77%** April 2020 - March 2022
- **Levana Public School** Chakia, Motihari
Matriculation; **Percentage: 81.6%** April 2018 - March 2020