ABHINAND H

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abhinand-h-85b56a229

SUMMARY

Skilled MCA graduate with a specialization in computer science, proficient in Unity development and a variety of programming languages. Holds Master's and Bachelor's degrees in Computer Application. Experienced in game development, utilizing technologies such as Unity, C#, and Python. Demonstrates strong leadership qualities and effective communication skills, with a proven ability to lead development teams and deliver high-quality interactive experiences.

EDUCATION

Master of Computer Application 2021 -2023

Federal Institute of Science and Technology

Bachelor of Computer Application 2017 -2020

College Of Applied Science IHRD

SKILLS

- JavaScript,
- **TypeScript**
- Java
- C
- C#
- Unity 3D/2D
- Animation
- URP/HDRP

July 2023 -Sept 2023

- Git
- AR/VR

Particle systems

Game physics Cinemachine

PROJECTS

<u>Galaxy</u>

This is a 2D puzzle game where you need to drop a planet into a box. If two identical planets touch, they will merge into a larger planet.

- Rigidbody2D
- · Score System

Dawn of the Dead

This is a Zombie game, players need to locate a hospital, gather medicine from it, and deliver it to a patient.

Adventure Escape

This is an endless running video game where players can move left and right, as well as jump, in order to avoid obstacles

- Character Controller
- Animations
- Randomly Instantiate & Delete Prefabs

Asteroid

This game is a clone of Asteroids, where players control a spaceship in a two-dimensional space environment, navigating through a field of asteroids while avoiding collisions with them.

- Rigidbody 2D
- Collision
- Prefabs

Tetris

This is a clone of Tetris developed using JavaScript and React.js.

- JavaScript
- React.js
- Hooks

EXPERIENCE

Software Developer-Intern

Apps Team Technologies

- Utilizing Node.js, a server-side JavaScript runtime, to create and enhance the functionality of the website.
- Designing the structure and organization of the database to efficiently store and retrieve data.
- Developing Application Programming Interfaces (APIs) to enable communication between the website and external services or applications

ACHIEVEMENTS & CERTIFICATIONS

- Participated in "Brute force" conducted by UST Global.
- Took part in a Machine Learning workshop hosted by iDatalytics.
- Udemy Certificate in JavaScript

SOFT SKILLS

- Team Work
- Problem-solving
- Fast Learner
- Analytical
- communication