# Abhishek Kishore
## Game Developer

+91-9739086234
abhishek.kishore99@gmail.com
Bangalore, Karnataka
https://www.linkedin.com/in/
abhishek-kishore-/

Passionate game developer, eager to create memorable games with design and technical skills.

## EDUCATION

Completed
April 2018
**High School**
Sri Vidya Mandir Education Society
Bangalore, Karnataka
Marks Scored - 82.72%

Completed
March 2020
**PU, Computer Science(PCMC).**
Sri Chaitanya Pre-University College
Bangalore, Karnataka
Marks Scored - 71%

Pursuing
**BSc. in Game Development**
Jain (Deemed-to-be University)
Bangalore, Karnataka

## LANGUAGES

- English
- Kannada
- Hindi
- Marathi

## TECHNICAL SKILLS

- C#
- C++
- OOPs
- HTML
- CSS
- **IDEs:** Visual Studio, Visual Studio Code
- **Version Control:** Plastic SCM

## SOFTWARE SKILLS

- Unity Engine
- Unreal Engine
- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Figma

## PROJECTS

**Spin - Android -** Programmer | Designer                                    **08/2022**

- Spin is a 2D hyper-casual game that was developed and published on the Play Store by me and a friend under Steadfast Studios, which I co-founded.
- Implemented the core mechanics, enemies, animations, UI elements, sounds, and post-processing.
- I used different plugins like LeanTween and EZCameraShake to add more life to the game.
- It took us a week to develop and publish this game on the Play Store.

**It's All About Us - PC -** Programmer | Level Designer                      **02/2022**

- This is a local co-op 2D platformer game that we developed during the Chennai Global Game Jam 2021, and we won 1st place for showcasing this project.
- We had 48 hours to finish this project, and we had a team of five people who made it possible.
- I was one of the lead programmers who helped with the player-controller, enemies, and other mechanics of the game.

**House of Terror 3D - PC -** Level Designer | Programmer                     **12/2021**

- This is a small solo project that I made to test the capabilities of Unity's HDRP.
- Designed the interior of a house using paid Unity assets and implemented a player controller with the ability to use a flashlight where there is no light source.
- I added different trigger events like lights flickering and doors banging to scare the players.

### 🔗 <u>**Saloon Shooter - PC**</u> - Programmer | Level Designer                              **02/2023**

- Saloon Shooter is a 3D FPS game where the player has to shoot the bottles in order to win.
- Implemented the shooting mechanics, animations, level design, sounds, and post-processing.
- There are currently three game modes: one has a time limit, another is endless, and the last is slow-motion mode.

### 🔗 <u>**Treasure Hunt - PC**</u> - Level Designer | Programmer                              **02/2023**

- Treasure Hunt is an open-world 3D game where the player has to find all the treasures hidden within the map.
- The game takes place in a forest environment made using Unity's terrain tools.
- Used a plugin for implementing volumetric lighting in Unity's core pipeline.

### 🔗 <u>**Pizza Delivery - PC**</u> - Programmer | Level Designer                              **02/2023**

- Pizza Delivery is an infinite-runner where the player has to deliver as many pizzas as possible.
- Implemented map segment control, animations, sound, and level design.

### 🔗 <u>**Mars Survival - PC**</u> - Programmer | Level Designer                              **02/2023**

- This is a third-person survival game where the player has to collect crystals to finish the game.
- The player has limited oxygen and has to refill it every time.
- Implemented player-controller, survival mechanics, terrain, sound effects, particle system, and post-processing.