



Aditya Singh Gajawat

Game Developer [Gameplay Programmer]

My Contact

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Hard Skill

- Programming [C / C++ / C#]
- 2D Game Development [Gameplay Programming]
- Game Engine [Unity Game Engine]
- Frontend Website Development

Soft Skill

- Observation
- Problem Solving
- Multi-tasking
- Communication

Hobbies

- Pixel Art for Game Art/Design
- Video Games & Related Content
- Participation in GameJams
- Game Modding

Profile Summary

Passionate student *Gameplay Programmer* with estimated 1.2 years of Unity experience. Proficient in crafting immersive 2D gameplays and transforming ideas into captivating player experiences. Collaborative team player dedicated to continuous learning and staying at the forefront of industry trends. Seeking opportunities to contribute to dynamic game development projects and bring joy to players worldwide.

Educational Background

- Poornima College of Engineering, Jaipur, Rajasthan
Bachelor of Technology Computer Science Engineering
2021 - Present
- Beetles International School, Jaipur, Rajasthan
Senior Secondary - 12th Standard
2020 - 2021
 - Attempted IIT Jee Mains 2021
- The Palace School, Jaipur, Rajasthan
Secondary - 10th Standard
2018 - 2019
 - Scored 99% in Foundation of IT
 - Scored 90% in Science

Certification

- Certified for Two Weeks Internship Program on "Machine Learning-Deep Learning and Its Application".
- Certified for taking part in Workshops organized during Internship Program.
- Several Udemy Certification related to Game Development & Programming.