

Aditya Kumar

Meena

Programmer | Game Developer | Level Designer



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[LinkedIn](#)



[Portfolio website](#)

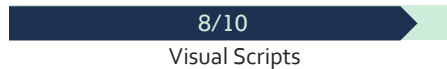
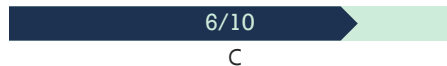
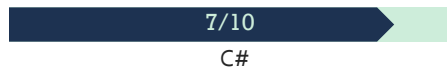
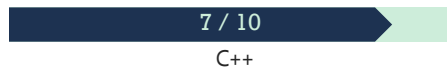


[YouTube](#)

ABOUT ME

I am looking for a job opportunity in an organization which provides me the opportunity to improve my skills and knowledge to growth along with the organizations objective. I have an experience in Designing and developing games in Unity Engine and unity engine both 2D and 3D. I have made several games in in both engines with fully functional Ai NPC, shooting mechanics and controllable vehicles with NPC traffic. I have designed number of beautiful Levels for my games.

SKILLS



EDUCATION

Mount Olivet Sr. Sec. School

X
72%

Mount Olivet Sr. Sec. School

XII
60%

Graduation

Guru Teg Bahadur Institute of technology
73%

EXPERIENCE

July 2019, Internship

Hanon systems, Bhiwadi, Rajasthan

Web development

CERTIFIED TECHNICAL SKILLS

- Unreal Engine C++ The Ultimate Shooter Course
- C++ for Game Development
- Introduction to game development
- Introduction to C# Programming and Unity
- More C# Programming and unity
- Intermediate Object-Oriented Programming for Unity Games
- Introduction to Game design

LANGUAGES

- English
- Hindi