

Amit Singh

Aspired to build a career in Game Development.

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[Replit](#)

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[Portfolio](#)

Skills :

- Programming Languages : C++, C#(Intermediate).
- Game Engines : Unity.
- Version Control : Git.
- Programming Design Patterns : MVC, Singleton, Observer, State, Object Pool.
- Softwares : Blender, Z-Brush, Adobe-PhotoShop, Adobe-Illustrator, Krita
- Multiplayer : Socket.io

Projects :

- **Warrior** (Unity Engine) : ([Github](#)) ([Video](#))
 - Implementation of Inheritance and generic object pool. Use of Scriptable objects .
 - Use of Unity's New Input System.
 - Implementation of state design pattern for different states of Player and Enemy
 - Implementation of melee and Ranged combat system .
- **Battle Tank 3D** (Unity Engine/C#) : ([Github](#)) ([Video](#))
 - Implementation of MVC architecture for player tank, enemy tank and bullets,
 - Implementation of generic singleton class and generic object pool..
 - Use of Scriptable objects for creating different types of tanks. Use of observer design pattern for implementing achieve
 - Implementation of state design pattern for different states of enemy tank. AI for enemy tank
- **Clash Royale Chest System** (Unity Engine/C#) : ([Github](#)) ([Video](#))
 - Used game programming patterns like Singleton, MVC & State Machine.
 - Used Scriptable Objects to implement Various types of chests with randomly generated rewards.
 - Implementation of states of a chest such as Locked, Unlocking, Unlocked, and Opened using State Machine.
 - Implemented Responsive UI for in-Game Menu, Popup Screens, Chest Slots, score system, and Buttons.
- **Jump Hero** (Unity Engine/C#) : ([Github](#)) ([Video](#))
 - Implementation of Jump Mechanic for Player.
 - Implementation of a Force Bar to show the amount of Force that we are applying on Player.
- **CO-OP Snake Game** (Unity Engine/C#) : ([Github](#)) ([Video](#))
 - Implemented a Classic Snake game having power-Ups.
 - Responsive UI for in-Game Menu and Lobby Screen, collectibles items, score system, and Particle Effects
- **DukePlay** (Unity) :
 - Worked on different realmoney games like Ludo, Carrom, Teen Patti, Dragon Tiger,Snake ladder and Chess.
 - Responsive UI for in-Game Menue and Lobby Screen,Collectible items, Score system and Particle Effects.

Experience:

Digiqal Technologies, Bangluru,India

Unity Game Developer

(Nov 2022- Feb 2023)

- Worked on wide variety of Projects like Real Money Games,coded and implemented multiple game Fetaures.
- Worked on Multiplayer Projects using Socket.io.

Outscal Technologies Inc, SanFrancisco, CA

Full-Stack Game-Developer

(Nov 2021 - Nov 2022)

- worked on a wide variety of Unity Projects, Coded and developed multiple games and features.

Education :

- **Full Stack Game Development** - Outscal, Delhi. (Nov 2021 - present)
- **B.Tech Mechatronics** - Uttrakhand Technical University,Uttrakhand (Aug 2015 - June 2019)