

INTERESTS

<b>Gameplay Programming</b>	<b>Graphics Programming</b>	<b>Web Development</b>	<b>Motion Designing</b>
Physics, Mechanics, AI	OpenGL, Shaders	HTML, CSS	Creative visuals

WORK EXPERIENCE

**Illiquid Labs**

Game Developer Intern

Designed and developed 3 games in Unity3D.

Designed particles effects.

Designed UI / UX for the games.

Developed respawn system for vehicles.

(07/09/2022 - Present)

Key Achievement

- Developed dynamic physics interactions for Vehicles and City buildings.

<https://www.linkedin.com/company/81936386>

PROJECTS

**Bonk Simulator**

(13/09/2022 - 28/01/2023)

Internship Project

Bonk Simulator is a game developed by IlliquidLabs, for which I worked as an intern.

<https://bonkd.io/>

**The Trials For Paradise**

(28/03/2022 - 01/07/2022)

Academic Project

Developed using Unity game engine.

A game made by a team of three, Where I played the rolls of:

- Programming (Game mechanics, AI, Tools, Shaders)
- VFX (Particle Systems, VFX graph)
- Audio.

<https://arvindkumar.itch.io/trials-for-paradise>

CERTIFICATIONS

**C# (Basic)**

(21/12/2022)

HackerRank

<https://www.hackerrank.com/certificates/408dc323d5d1>

SKILLS

<b>C++</b> ●●●○○	<b>C#</b> ●●●○○	<b>Python</b> ●●●○○	<b>HTML</b> ●●●○○
<b>CSS</b> ●●●○○	<b>Linear Algebra</b> ●●○○○	<b>OpenGL</b> ●●○○○	<b>Unity3D</b> ●●●○○
<b>Unreal</b> ●●○○○	<b>3D Modeling</b> ●●●○○		

EDUCATION

**ICAT Design & Media College**

B.Sc. (Honours), Computer Science and Game Development

[www.icat.ac.in](http://www.icat.ac.in)

(31/08/2019 - 31/05/2023)

**Kendriya Vidyalaya**

High School, 10th and 12th

72.83%

(30/04/2007 - 30/04/2019)

LANGUAGES

<b>English</b>	<b>Hindi</b>	<b>Telugu</b>
Professional Working	Professional Working	Native / Bilingual Proficiency