G.S.Arvind Kumar arvindg.com Always learning, always growing. in arvind-kumar-155430115 Hikaru11747 Hyderabad, India arvindkumar.itch.io ± 07/05/2001 ■ arvindkumarlym@gmail.com 📞 +91 9849330846 Career Objective: Highly motiviated fresher seeking an exciting and challenging position as a Game Programmer in a company where my programming skills and knowledge can be used to the fullest INTERESTS **Gameplay Programming Graphics Programming** Web Development **Motion Designing** OpenGL, Shaders HTML, CSS Creative visuals Physics, Mechanics, AI WORK EXPERIENCE (07/09/2022 - Present) 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. **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) (28/03/2022 - 01/07/2022) The Trials For Paradise Internship Project Academic Project Bonk Simulator is a game developed by IlliquidLabs, for Developed using Unity game engine. which I worked as an intern. A game made by a team of three, Where I played the rolls of: https://bonkd.io/ Programming (Game mechanics, Al, Tools, Shaders) VFX (Particle Systems, VFX graph) Audio.

CERTIFICATIONS

(21/12/2022)C# (Basic)

HackerRank

https://www.hackerrank.com/certi ficates/408dc323d5d1

SKILLS

C++ C# Python HTML •••00 •••00 •••00 •••00 CSS Linear Algebra OpenGL Unity3D ••000 ••000 •••00

(31/08/2019 -

31/05/2023)

••000

Unreal

3D Modeling •••00

EDUCATION

ICAT Design & Media College

B.Sc. (Honours), Computer Science and

Game Development

www.icat.ac.in

LANGUAGES

English Hindi Telugu Professional Working Professional Working

Native / Bilingual Proficiency

Kendriya Vidyalaya

High School, 10th and 12th

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

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

72.83%