


# ASHMIT SINGH

 303, Aditya Enclave Appt, Block - A, Digha, XTTI Road, Patna, Bihar, India

 +91 92622 25346

 ashmitsingh.work@gmail.com

 [Portfolio / GitHub – <https://github.com/AshmitSingh-GD/AshmitSingh-Portfolio>]

---

## **ABOUT ME:**

Aspiring game developer with a strong foundation in computer science and game development, passionate about creating immersive, interactive gaming experiences. Looking to contribute to innovative projects and grow as a developer in the dynamic gaming industry.

---

## **EDUCATION:**

### **B.Sc (Hons) in Computer Science & Game Development**

Backstage Pass Institute of Gaming and Technology, Madhapur, Hyderabad, India

**Batch:** 2021 – 2025 (Ongoing)

---

## **SKILLS & COMPETENCIES:**

- **Game Development:** Game design, mechanics implementation, and prototyping
  - **Engines & Tools:** Unity, Unreal Engine
  - **Programming:** C++, C#, Python
  - **Design:** UI/UX design principles
  - **Databases:** Basic database management
  - **Soft Skills:** Problem-solving, teamwork, adaptability, continuous learning
- 

## **Projects:**

### **Abyss Gunner (Solo Project):**

A 2D top-down wave-based shooter built in Unity, designed for both PC and mobile platforms.

- Developed core gameplay mechanics including player movement, shooting, and progressive enemy waves using C#
- Designed and implemented dual control schemes: touch input for mobile and WASD + mouse input for PC
- Used object pooling to optimize bullet and enemy instantiation, improving performance
- Built responsive UI for health, wave indicators, and scoring system
- Tuned enemy scaling and wave difficulty to maintain engaging and challenging gameplay
- Focused on cross-platform performance optimization for smooth gameplay on low-end devices

### **Meme Chaos (Group Project – Unity Game Jam Entry):**

A turn-based strategy card game blending humor, tactics, and meme-fueled chaos.

- Created during an **internal game jam hosted by Backstage Pass Institute of Gaming and Technology**
- Collaborated with a small team to develop a playable prototype in Unity within a limited time frame
- Contributed to the development of core gameplay systems, including turn logic, card effects, and hand/health management
- Assisted in the design and implementation of four distinct card types: Attack (Red), Skill (Blue), Summon (Green), and Legend (Yellow) cards
- Worked on UI elements for card interactions, player turns, and game status feedback
- Contributed to the game's comedic theme and overall chaotic aesthetic