Avinash verma
Game Developer

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in https://www.linkedin.com/in/avinash-verma-a7714325a ⬡ https://github.com/AvinashVerma2/LetsDrive

ABOUT PROFILE

- Motivated Unity game developer with 6 months of experience and skilled in C# and creating engaging, optimized games across platforms.

TECHNICAL PROFICIENCY

- Unity
- C#
- 3D-Modeling
- Level Design

EXPERIENCES

GAME DEVELOPER, *Oxygenie studios*   Feb 2025 - April 2025

Professional experience in **3DModeling**, **Texturing**, and **Game Development**, including asset creation, texture mapping, and optimization for interactive applications. Skilled in designing high-quality 3D models, applying realistic textures, and enhancing game performance through efficient asset management."

GAME DEVELOPER, *Lohit tech solution*   April 2025 - Present

Experience in game development, problem solving, and feature enhancement. Contributed to improving gameplay mechanics and implementing new features to enhance user experience across multiple projects

- **Runner Infinity** — Developed a fast-paced endless runner game inspired by Subway Surfers, focusing on smooth controls, obstacle design, and player engagement.
- **Go Rolling** — Created an interactive rolling ball game where players navigate obstacles to reach a destination, emphasizing physics-based mechanics and level design.
- **Math Master** — Designed a skill-based educational game similar to Count Master, integrating logic challenges and interactive problem-solving elements to improve player learning.

MY PROJECT | LETS-DRIVE.   [Link]

- Developed a realistic car controller in Unity using Wheel Collider paired with a custom control system for smooth and responsive handling.
- Designed and implemented a shop system and customization features, allowing players to purchase upgrades, unlock new features, and modify car colors.
- Implemented reliable data saving and progress tracking using Save Manager and PlayerPrefs to ensure seamless gameplay continuity.
- Created and optimized 3D assets in Blender for high performance and visual fidelity.
- Integrated Unity's Input System for precise and responsive controls across multiple platforms.
- Designed a dynamic camera system with Cinemachine Free Look to deliver immersive and fluid gameplay perspectives.

HOBBIES

- Learning new things
- Play mobile games
- Cricket