

# Ayush John

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## Summary

A skilled and versatile Game Developer with hands-on experience in 3D modeling, gameplay programming, and asset integration within Unity and Unreal Engine. Passionate about creating immersive and optimized game worlds, I bring a strong blend of technical expertise and creative problem-solving to every project. Ready to contribute to a dynamic team and bring engaging, high-performance games to life.

## Skills

- Game Development: \*\* Unity, Unreal Engine
- 3D Modeling: Blender, Pixilart
- Programming: C#, Blueprint (Unreal Engine), Gameplay Programming
- Asset Creation: Low-poly and high-poly modeling, Texture creation, Rigging
- Optimization: Asset optimization for smooth gameplay performance
- Team Collaboration: Agile methodologies, Version control (Git)

## Experience

Game Developer

- Created high-quality 3D models for characters, environments, and props, ensuring consistency with the art direction and game style.
- Utilized tools like Blender and Pixilart to texture and rig assets, resulting in visually compelling and interactive game elements.
- Worked on both low-poly and high-poly models based on project requirements, with a focus on creating optimized assets for smooth gameplay.
- Integrated assets into Unity and Unreal Engine, ensuring seamless gameplay and high-performance game worlds.

## Education

Bachelor of Engineering (BE) in Computer Science and Engineering (CSE)

Specialization in Graphic & Gaming

Chandigarh University - NH-5 Chandigarh-Ludhiana Highway, Mohali, Punjab

Class 10th & 10+2

Carmel Convent School - Faridabad, Haryana