

Aspiring Unity Game Developer with a passion for designing engaging, immersive gameplay experiences. Experienced in game testing, game mechanics design, and full-stack project execution. Excellent team leadership, communication, and debugging skills, seeking to utilize my technical and creative skills to contribute to innovative game projects

EDUCATION

Bachelor's Degree in Computer Applications

Institute of Innovation in Technology and Management

10/2022 - 9/2025(Expected)

CGPA:- 9.3

12th Grade

Summer Fields School

04/2021 - 04/2022,

Percentage:- 75%

10th Grade

Summer Fields School

04/2019 - 03/2020,

Percentage:- 87%

WORK EXPERIENCE

Core Management Team Coordinator Google Developer Student Club IINTM

09/2023 - 01/2025,

Janakpuri, Delhi

Achievements/Tasks

- Implemented and Managed all events, campaigns and programs.
- Main event coordinator for the Tech event, 'Tech Tycoons' from 24 - 26 Feb.
- Curating a diverse lineup of industry professionals, including game developers, designers, publishers.
- Hosted and Managed another event 'Devlution' with 7 speakers on 21 July.

Contact : Abhinav Nautiyal - 8920138743

Game Testing Freelancer

Game Tester- A LionBridge Games Company

01/2024 - 01.2025,

Remote,India

Achievements/Tasks

- Evaluate the flow and pacing of each level, ensuring that gameplay elements are well-balanced and progress naturally.
- Assessed visual and audio elements for consistency and immersion
- Documented detailed bug reports with reproducible steps and environment details and expected versus actual behavior.

SKILLS

HTML

CSS

JAVASCRIPT

PYTHON

MONGO DB

MYSQL

C#

C++

UNITY

DSA- Basic

COMMUNICATION

MANAGEMENT

LEADERSHIP

GAMEPLAY MECHANICS

GAME TESTING

PERSONAL PROJECTS

Curahunt- <https://futureforward5.vercel.app/>

- Full-stack hackathon project securing 2nd place at MATRIX Hackathon.
- Provided a platform to connect users with affordable healthcare professionals. Led database design and backend integration using MongoDB.
- Managed a team of 5 to deliver the project under tight deadlines.

Unity Play Portfolio

- Built small games and prototypes while completing the Unity Essentials Pathway, learning the core principles of game development.
- Practiced scripting player movement, scene setup, and animation workflows through hands-on projects.
- Strengthened creative problem-solving skills while exploring gameplay mechanics and iterative design.

CERTIFICATES

Cloud Computing Fundamentals

(03/2024 - 04/2024) By Google Cloud.

[Certificate](#)

Unity Essentials Pathway

(15/07/2025)

By Unity Technologies

[Certificate](#)

Matrix

(06/10/2023-07/10/2023)

[Certificate](#)

1st runner up in MATRIX hackathon by Internware and earning cash prize.

Develop GenAI Apps with Gemini and Streamlit Skill Badge

(27/05/2024)

By Google Cloud.

[Certificate](#)

Prompt Design in Vertex AI Skill Badge

(28/05/2024)

By Google Cloud.

[Certificate](#)

Data Science and Machine Learning using Python Summer Training

(01/07/2024-05/08/2024)

By Shape My Skills

[Certificate](#)