



# HIMANSHU GUPTA

## UNITY PROGRAMMER & DEVELOPER

### PROFILE

Unity developer with handful 3 years' experience and counting. Looking for a role as a Unity developer in a well-versed company and make good quality product in gaming industry.

### CONTACT

#### PHONE:

+91-9953086237

#### E-MAIL:

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#### WEBSITE:

<https://unfragilecoding.blogspot.com>

#### LINKEDIN:

<https://www.linkedin.com/in/himanshu-gupta13/>

### HOBBIES

- Proactively engaged in social gaming forums
- Into Fitness
- Blogging as a tutor

### SOFT SKILLS

- Time and Resource Management
- Creative Thinker
- Initiative Taker
- Perseverance
- Expressive
- Project and File management
- Team and Client Handling

### TECHNICAL SKILLS

- JSON
- Visual Studios
- C#
- Unity Game engine
- PlayFab
- Photon(multiplayer & chat)
- Goggle IAP
- Git
- Vuforia
- Postman (Rest API)

### WORK EXPERIENCE

#### Advantal Technologies-Subject Matter Expert-Unity Technologies

April 2020-On Notice Period

#### Splat Studio-Unity Interactive Developer

December 2019-February 2020

#### Ananta Games – Unity Developer

January 2018 – Sept 2019

#### Responsibilities:

- Work with Unity Engine to develop high-quality 2D/3D games.
- Work on complete game development projects from concept to launch.
- Designing, creating, implementing, debugging, and refining gameplay features and game mechanics.
- Implement game functionality.
- Proactively problem-solving performance and stability issues when necessary.
- Design, build, and maintain efficient, reusable, and reliable code.
- Integration of Art assets, animations, audio, etc.
- Collaborating with the art and design departments to improve gameplay, game features and final game output.
- Connecting directly with clients to understand and solve game mechanics.

#### Projects:

##### Personal

- Jigsaw Puzzle- Made a Jigsaw game in which user can select image from given options. The selected image cuts evenly creating new sprites of selected options. Player has to recreate the selected image from cut out to win the game.  
Link: [Jigsaw Puzzle](#)
- Guess the list - A list of images is shown to player for 20 sec. After time elapsed all images are hided and player have to guess the correct images. Image list increases by each level.  
Link: [Find The match](#)

##### Company project

- CnCre8-Cutom exterior structure designing app, to extend your living space.  
Link: [CnCre8 PlayStore Link](#)
- TellaTello-A story-based game with a story board to choose from multiply stories and a feature to twist the story anytime by changing Cast behavior through AI in multiplayer mode.  
Video Link: [Tella Tello](#)

- Tejas (AR)- Created an app to detect any Tejas image/Real Object and instantiate a 3D model over it with some in app features.
- Spin the wheel-Created an iPhone game in which user can customize from 3 to 12 option wheel to try his daily luck by spinning the wheel.
- Train Simulation- Created a train game where we achieved a real time train mechanism with a shooting turret to destroy in coming enemy vehicles.  
Video Link: [Train Simulation](#)

#### **Unity Engine Experience:**

- Writing JSON data and converting to C# object.
- Level Design, Game Inputs, UI Dynamic Designing, UI Transitions, Designing Custom Inspector.
- AR (Image Detection, Object Detection)
- Knowledge of components:
  - Physics (Collider, Rigidbody, joints)
  - Navigation (Navmesh, custom waypoint)
- Web Services:
  - Playfab (Rest API/Cloud Scripting, Game Economy/Virtual currency/Goods, Player Inventory, Leaderboard)
  - Photon (For chat, multiplayer gaming)
  - Git (GitHub, BitBucket)
  - Vuforia (AR)

## **EDUCATION**

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### **Master of Computer Application (MCA)**

**Bharati Vidyapeeth Deemed University, School of Distance Education, New Delhi**

August 2016 to July 2019

### **Bachelor of Computer Application (BCA)**

**Sirifort College of Computer Technology and Management, Guru Gobind Singh Indraprastha University, New Delhi**

August 2013 to July 2016

Passed with 71.57 CPI in the First Division

### **Commerce with Information Practice (+2 CBSE)**

**Abhinav Public School, Pitampura, New Delhi**

July 2011 to May 2013

Passed with 73%

### **Matriculation (CBSE 10th)**

**Dayanand public school, Model Town, New Delhi**

April 1999 to May 2011

Passed with 6.4 CGPA