

SKILLS

SOFTWARE SKILLS

UNITY ENGINE : EXPERT

UREAL ENGINE : ADVANCED

ANDROID STUDIO : ADVANCED

LINUX EXPERT : ADVANCED

PROGRAMMING SKILLS

C # : EXPERT

C ++ : ADVANCED

C : ADVANCED

JAVA : ADVANCED

PYTHON : INTERMEDIATE

HOBBYIST SKILLS

BLOCKCHAIN : EXPERT

MOBILE DEVELOPEMENT : EXPERT

INKSCAPE : EXPERT

LANGUAGE

ENGLISH : FLUENT

INTRESTS

TRAVELING

GAMING

CRYPTOCURRENCIES

CONTACT

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PROFESSIONAL SUMMARY

HELLO WORLD,

I'm a born programmer and Game/Software engineer working with it throughout recent years. I have self-picked up programming dialects like C, C++, C#, JAVA, PYTHON, and that's just the beginning. I explicitly like playing with logic (i.e Programming). I am even capable in numerous different fields of tech like android development, blockchain development, Linux Expert, and so on.

I'm fluent in Unity and have been working with it for around 3+ years now

On my journey until now,

I have figured out how to make attractive games along with making around a dozen games yet. I can even utilize Unreal Engine modestly alongside having ample experience in it as well.

On a side note,

I have had a vision of incorporating Crypto and Gaming from past years although I am diving into it for quite a while already.

WORK EXPERIENCE

RELIANCE GAMES

2025

CURRENTLY WORKING...

RELIANCE GAMES

June

2024

MULTIPLAYER | SHADERS | AI-ML
GITHUB | UNITY UI | ZENJECT

RELIANCE GAMES

June

2022

PLAYFAB | EZ-GUI | SVN |
JIRA | FIREBASE | ANYLATICS

RELIANCE GAMES

2023

BEAMABLE | AWS | N-GUI |

DELTA DNA | IRON SOURCE | JANKINES

EDUCATION

BCA IN GAME AND
MOBILE APP DEVELOPEMENT
SEAMEDU

2021

10 TH
AUXILIUM CONVENT

2015

12TH SCIENCE

RESIDENTIAL COLLAGE

2017

CORE QUALIFICATIONS

Solid understanding of C#, and a strong comprehension of programming procedures. Knowledge of more than one programming language including C, C++, Java, Python, and more.

Have knowledge of normal algorithms, data structures, and Low-level Programming, furthermore the capacity to apply them to explicit issues.

Capacity to analyze new code of sensible complexity and comprehend the usefulness of an existing program.

Ability to work in any climate with game planners and prototype ongoing gameplay mechanics.

Significant involvement with creating multiplayer games utilizing Unity and Photon, including information on other Networking methods.

Have dealt with buliding games for the majority of the top gaming software platforms like Mobile, Desktop, AR, VR, and WebGL.

Abreast with the most recent and innovative advancements in gaming industry like NFTs, Metaverses, Crypto Casinos, and significantly more.