

Jishan

Sangam Vihar New Delhi-110080

Contact : +91 7042459065

Email Id : jishan.kduy@gmail.com

[Replit](#)

[Github](#)

[Linkedin](#)

[Portfolio](#)

Skills :

- Programming Languages : C++, C# (Intermediate).
- Game Engines : Unity.
- Version Control : Git.
- Programming Design Patterns : MVC, Singleton, Observer, State, and Object Pool.
- Hand Skills : Sketching.

Projects :

- **Make your own way** (Unity Engine) : ([Video](#)) ([Play](#))
 - Implementation of Inheritance and generic object pool. Use of Scriptable objects..
 - Responsive UI for in-Game Menu and Lobby Screen, collectibles items, score system, and Particle Effects
- **Battle Tank 3D** (Unity Engine/C#) : ([Github](#)) ([Video](#))
 - Implementation of MVC architecture for player tank, enemy tank and bullets,
 - Implementation of generic singleton class and generic object pool.
 - Use of Scriptable objects for creating different types of tanks. Use of observer design pattern for implementing achieve
 - Implementation of state design pattern for different states of enemy tank. AI for enemy tank
- **Clash Royale Chest System** (Unity Engine/C#) : ([Github](#))
 - Used game programming patterns like Singleton, MVC & State Machine.
 - Used Scriptable Objects to implement Various types of chests with randomly generated rewards.
 - Implementation of states of a chest such as Locked, Unlocking, Unlocked, and Opened using State Machine.
 - Implemented Responsive UI for in-Game Menu, Popup Screens, Chest Slots, score system, and Buttons.
- **HappyGlass** (Unity Engine/C#) : ([Github](#))
 - Implementation of 2D line renderer.
 - Implementation of line Collider, Rigidbody.
 - Responsive UI for in-Game Menu and Lobby Screen, collectibles items, score system, and Particle Effects
- **CO-OP Snake Game** (Unity Engine/C#) : ([Github](#))
 - Implemented a Classic Snake game having power-Ups.
 - Responsive UI for in-Game Menu and Lobby Screen, collectibles items, score system, and Particle Effects
- **HappyBall** (Unity) : ([Github](#)) ([Video](#))
 - Implementation of 2D line renderer.
 - Implementation of line Collider, Rigidbody.
 - Responsive UI for in-Game Menu and Lobby Screen, collectibles items, score system, and Particle Effects

Experience:

Outscal Technologies Inc, San Francisco, CA **Full-Stack Game-Developer** (Nov 2021 - present)

- worked on a wide variety of Unity Projects, Coded and developed multiple games and features.
- Learned many game programming patterns like Singleton, MVC, Object Pooling, etc, and implemented them in my projects.

Magic Bus India Foundation **Centre Coordinator** (Nov 2019- Oct 2021)

- A coordinating with DLM & Staff.
- Prepare & Maintain MIS, Make a weekly project report and coding to report make a next week plan.

Education :

- **Full Stack Game Development** - Outscal, Delhi. (Nov 2021 - present)
- Completed Senior secondary NIOS – Noida Uttar Pradesh.