

# Jishan

Sangam Vihar New Delhi-110080

Contact : +91 7042459065

Email Id : [jishan.kduy@gmail.com](mailto: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](#))([Play](#))
  - 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](#))([Play](#))
  - 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, SanFrancisco, 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.