

P Joy Kumar

Unity Game Developer

C++, C#, Unity[2D, 3D, AR, VR]

(+91) 99 89 721173

MailTo : joy.officialdev@gmail.com

<https://www.linkedin.com/in/kiyoshijazper>

“I am a gamer and curiosity made me a self made developer. Throughout my career, I have been working towards improving my perception about things and the way I express them. I do spend more time thinking not just about which type of game but about which kind of emotions I want to trigger when we talk about a game or feature.”

JOB EXPERIENCE - 2 years, 8 months

Lenient Cloud Pvt. Ltd. , Visakhapatnam - Unity Game Developer [Jun.2019 - feb.2020]

Lenient Cloud is a B2B company for providing AR/VR solutions in the field of Education. As a Unity C# developer my role was to develop industrial procedure education as games.

Nuclear Power Plant simulation and training [C#, Unity, JSON, JS]

Clients wanted a safe training environment for nuclear power plants and substations using VR.

- Developed scenarios like water controlling, regular electrical checking procedure, safety measures like “Lock Out Tag Out”.

SnapDPL Extensions Viewer [C#, Unity, Shaders, Magic Leap]

We had the training and simulation content but it was not adaptable or affordable as per the users capabilities or requirements.

- Contributed to cross-platform software to run our content in all the devices clients are working with.
- Sharing the content through this platform, we made training, assessment, practice and test possible in VR.
- Integrated the existing Windows to run in for Magic Leap.

The Red And Black , Visakhapatnam - Intern Unity Game Developer [Dec.2015 - Dec.2017]

Red And Black is a B2C startup company which focuses on delivering creative and entertaining games. As a Unity C# developer my role was to develop game play and user interface for android and windows games.

Bowmen [C#, Unity, MySQL, php] : Bowmen is a third person shooter game where the protagonist kills the enemies in 3d jungle world using a bow and wins the day.

- Designed and developed the menu and other UI elements used in the game.
- Developed game play especially the player movements, camera control and arrow handling . Designed and developed a MySQL database which saves all the player's game data in GoDaddy server and integrates the game with play store using google plugins.

Game Dev Courses - 6 months [June.2020 - PRESENT]

Outscal FullStack Game developer Course [C#, Unity[2D, 3D], C++, DataStructures, Algorithms, Design Patterns]

In the span of 5 months, I made a great deal of progress in terms of understanding and optimising my work. Worked on my Programming and engineering skills. Especially i worked on Design patterns and practiced them so as to use them as tools to greatness, when needed.

WebSite : <https://www.outscal.com/>

AR PROJECTS - 4 months [Feb.2020 - May.2020]

Vuforia [C#, Unity, Vuforia, wit.ai]

AR Voice Controlled Car demo : Voice controlled customisable car demonstration app using both ground plains or image tracking.

Github : <https://github.com/JoyJazper/VuforiaProjects/tree/master/ARVoiceControlledDemonstration>

ARFoundation/ARCore [C#, Unity, Google Resonance, MapBox]

AR Maps : Geolocation AR application for android showing users location in real time as AR model which updates in realtime.

Github : <https://github.com/JoyJazper/AR-MapProjects/tree/master/MAPSAR>

Maze Game : A real life AR experience with an adventurous experience of a maze in real life with realtime 3d sound as a hint for the player. Github : <https://github.com/JoyJazper/Unity-AR/tree/master/ARMazeGame>

Sofa Frame App : Made an app to integrate and display the furniture assets in real life using Gizmo.

Github : <https://github.com/JoyJazper/Unity-AR/tree/master/ARApps>

WebAR : [AFrame, WebAR]

Marker Based Web AR : where we can train markers or photos to show out the assets like photos, videos, 3D models, etc. Github :

<https://github.com/JoyJazper/AR-VR/tree/master/WebAR/WebDev%20Pallet>
