

Krishan Kumar Verma

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Location: Delhi, India
Portfolio: krishan-verma.github.io

PROFILE SUMMARY:

Unity 3D game developer with over 2 years of experience designing and developing mobile games for Android. Successfully deployed a Firefly 2D side-scrolling mobile game on the Play Store, and developed some projects including a 3D racing game, a zombie shooter 3D game, and a Tic Tac Toe game. Proficient in C# scripting, Android development, game design, mobile game development, and object-oriented programming. Skilled in managing user sessions, creating UI panels, implementing ads using Unity Ads and Iron Source SDK, and game optimization.

EDUCATION:

Lingayas University, Faridabad

2020 Bachelor of Computer Application (B.C.A)

CGPA:9.7

Tarun Niketan Public School, Faridabad.

2017 12th (CBSE)

Percentage:73

2015 10th (CBSE)

CGPA:7.4

SKILLS:

Technical Skills:

Unity 3D, C# Scripting, Android Development, Game Design & Optimization, Mobile Game Development, Object-Oriented Programming, Git and Source Control, Physics and Particle Systems, User Session Management, Ads Integration using Unity Ads and Iron Source, Audio & Animation Management using Unity-inbuilt tools, Data Structure & Algorithms, SourceTree, Python3, Basics Html & CSS.

Soft Skills:

Communication, Teamwork and collaboration, Problem-solving skills, Time Management.

CERTIFICATIONS:

- Complete C# Scripting for Unity Game Development.
- Git In Unity, GitHub and Source Tree certificate.
- Python 3 Foundation certificate.
- Programming in C# 5.0 certificate.
- Unity3D 2021 Essential Training LinkedIn.
- Build an FPS Multiplayer Game with Photon Pun2 and Unity3d.

EXPERIENCE:

Unity Game Developer

Self-Employed

Firefly 2D Side-Scrolling Mobile Game (Play Store):

- Designed and developed a Firefly 2D side-scrolling mobile game, targeting Android users.
- Implemented captivating gameplay mechanics, including smooth character controls, obstacle avoidance, and power-up collection.
- Utilized Unity 3D and C# scripting to create interactive environments, animated sprites, and particle effects.
- Integrated Unity Ads and Iron Source SDK for ad monetization and revenue generation.
- Overcame challenges such as optimizing performance for different screen sizes and ensuring a seamless user experience.

3D Zombie Shooter Game:

- Designed and developed a 3D zombie shooter game, showcasing intense gameplay and immersive environments.
- Implemented shooting mechanics, enemy AI, and a variety of weapons and power-ups for the player.
- Utilized Unity's particle systems and visual effects to create realistic explosions, blood splatters, and atmospheric elements.
- Integrated audio and animation management using Unity's built-in tools to enhance the overall game experience.
- Addressed challenges related to enemy AI behaviour, balancing game difficulty, and optimizing performance for various devices.
- Incorporated multiplayer functionality using Photon Pun2 to enable online racing with other players.

Tic Tac Toe Board AI Game:

- Developed a Tic Tac Toe game with an AI opponent using Unity 3D and C# scripting.
- Implemented a smart AI algorithm that can analyse the game state and make intelligent moves.
- Designed user-friendly UI panels and implemented game logic for player turns and win conditions.
- Focused on creating an engaging and challenging gameplay experience for players of different skill levels.
- Overcame challenges such as developing an efficient AI algorithm and ensuring the game's responsiveness and accuracy.

3D Racing Game:

- Developed a 3D endless racing game using Unity 3D and C# scripting.
- Implemented realistic physics for vehicle movement, including acceleration, braking, and steering.
- Focused on optimizing game performance to ensure smooth frame rates and responsive controls.
- Utilized Unity 3D and C# scripting to create interactive environments, animated sprites, and particle effects.

Tata Consultancy Services

Delhi, India

Assistant System Engineer

Oct 2020 – Present

- Serving as an Analyst in SOC operations for real-time monitoring, analysing logs from various security/Industrial appliances.
- Monitored organization's networks for security breaches and investigation.
- Analysed and identified security alert information from all approved security devices and perform threat hunting for analysing the devices which are impacted by any security attack.
- Perform system and network vulnerability scans in order to identify and remediate risk.
- Working as a cloud access security SME, handling major security alerts such as Risky sign, Impossible travel alerts, Ransomware activity, Cloud Anomaly, Password spray sign-in.
- Worked with multiple tools for data security and end point security including MCAS, O365 explore, Azure AD, MDATP.
- Performing SOC Operations which include Splunk monitoring, incident management spam analysis, troubleshooting, and providing recommendations to different teams for maintaining security and data privacy.
- Worked on exemptions and risk analysis for different policies to ensure client security.
- Working on creation of Standard operating procedures and Security policy standards.

ACHIEVEMENTS:

- On the spot Award for work of excellence in TCS.
- Special initiative Award in TCS for Initiatives.
- Fresco Play Miles Award for continuous learning.
- Received scholarship in college for the best performer and for holding a 1st position in BCA.

HOBBIES & INTEREST

- Developing & Playing Video games.
- Spending time with Friends and Family.
- Making Paintings.
- Listening to Music.

Declaration

I hereby declared that above mentioned information's are true to the best of my knowledge and belief.