Krishan Kumar Verma

Email: Krishan2681999@gmail.com

Contact: +91 7551100060

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 Unity 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:

Tata Consultancy Services   *Delhi, India*

System Engineer   *Oct 2020 – Present*

- Provide technical support to game developers using Unity3D engine.
- Troubleshoot and resolve technical issues related to Unity3D engine and C# programming.
- Debug and optimize game performance using Unity3D engine and scripting.
- Collaborate with other teams to ensure timely resolution of technical issues.
- Document technical issues and solutions for future reference.
- Provide excellent customer service to game developers by responding promptly to inquiries and issues.

Full Stack Unity Developer

Self-Employed

- Designed and developed Firefly 2D side-scrolling mobile game, and successfully deployed it on the Play Store for Android users.
- Developed other personal projects including a 3D racing game, a 3D zombie shooter game, and a Tic Tac Toe board AI game.
- Utilized Git and SourceTree to manage code repositories and versions.
- Developed game mechanics and features using Unity 3D and C# scripting.
- Implemented game physics and particle systems to simulate real-world interactions and effects.
- Integrated ads using Unity Ads and Iron Source to monetize games and generate revenue.
- Optimized game performance for smooth gameplay on a range of devices.
- Conducted testing and debugging to identify and resolve bugs.

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.