

Kumar Ayush

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Professional Summary

Motivated developer skilled in front-end web technologies (HTML, CSS, JavaScript) and game development (Unity, C#). Experienced in building interactive web apps and games with a focus on intuitive design and user experience. Creative, adaptable, and passionate about delivering high-quality digital solutions.

SKILLS

- ❖ C++
- ❖ HTML, CSS, Javascript C#
- ❖ C# Unity Game Development
- ❖ Unity Game Development

EDUCATION

- ❖ B.Tech | VIT Bhopal CGPA: 8.58
- ❖ XII (CBSE) | DAV Public School Hehal 85% | 2023
- ❖ X (CBSE) | DAV Public School Hehal 82.2% | 2021

PROJECTS

- ❖ **Weather App**
Weather APP is a modern web application designed to provide you with real-time weather updates for any city.
- ❖ **2D Platformer Game**
Developed a 2D platform game in Unity using C#, implementing responsive character controls, level design, and engaging gameplay mechanics.
- ❖ **Zombie Shooter**
Created a zombie shooter game with Unity and C#, featuring wave-based enemy AI, shooting mechanics, and custom visual assets.
- ❖ **Rock, Paper, Scissors Web App**
Developed an interactive Rock, Paper, Scissors game using HTML, CSS, and JavaScript, featuring a user-friendly interface, real-time result display, and score tracking. Demonstrated skills in front-end development and DOM manipulation.

CERTIFICATIONS

- ❖ [Learn C++ Programming– Beginner to Advance- Deep Dive in C++](#)
- ❖ [Complete C# Unity Game Developer 3D \(Unity 6\)](#)
- ❖ [Human Computer Interaction, NPTEL](#)

INTERESTS

- Passionate about developing interactive and visually appealing web applications using HTML, CSS, and JavaScript.
- Experienced in real-time data display and DOM manipulation to create responsive and engaging web tools.
- Skilled in designing intuitive user interfaces and implementing dynamic features that enhance user experience.
- Enthusiastic about designing and programming games, with hands-on experience in Unity and C# for both 2D and shooter genres.
- Interested in blending creativity and logic to develop engaging gameplay mechanics, implement AI, and create custom game assets.