Krish Thapa

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Education

Niels Brock Copenhagen Business College — Copenhagen, Denmark
BSc in Computer Science (2025 – ongoing)

Projects

Flappy Red – Unity Game Development
- Designed and developed a 2D endless runner game using Unity and C#
- Implemented player movement, scoring system, and obstacle generation
- Published on itch.io [Flappy Red]

Pong Clone Game
- Built a 2D Pong clone in Unity with paddle movement, collision physics, and scoring system
- Implemented C# scripts for ball reset, score tracking, and restart functionality
- Published on itch.io [Pong Clone]

Technical Skills

- Languages: C#, C++, HTML/CSS/JavaScript (basic web dev)
- Game Engines: Unity
- Tools & Technologies: Git, Visual Studio
- Platforms: Windows, GitHub

Additional Skills

- Strong problem-solving and analytical abilities
- Effective communication and teamwork
- Quick learner with a passion for continuous improvement
- Fluent in English and Nepali; currently learning Danish

Extracurricular Activities

- Student Club – Computer Science Club, Niels Brock Copenhagen Business College
  • Participating in peer learning, coding discussions, and collaborative projects.