

Krish Thapa

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Education

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

Projects

Unreal Engine 5 3D Game – C++ & Blueprints

- Developed a third-person action game in Unreal Engine 5 by following a comprehensive tutorial series.
- Implemented core character mechanics including movement, animation blending, and combat using a blend of C++ and Blueprint Visual Scripting.
- Gained experience with UE5 core features such as the Actor Component system, collision handling, and the Unreal Editor.

C# Console RPG – Object-Oriented Programming

- Developed a feature-complete, text-based role-playing game in C# by following Scott Lilly's tutorial series.
- Implemented core game mechanics including a player leveling system, turn-based combat, and an inventory system.
- Applied Object-Oriented Programming (OOP) principles and designed a data persistence layer using **XML serialization**.

Flappy Red – Unity Game Development

- Designed and developed a 2D endless runner game using Unity and C#.
- Implemented core mechanics: player movement, scoring system, and procedural obstacle generation.
- Enhanced gameplay with responsive controls and an intuitive user interface.

Pong Clone Game

- Built a classic 2D Pong clone in Unity, implementing paddle physics, ball collision, and a real-time scoring system.
 - Wrote clean C# scripts to manage game state and player input, reinforcing fundamentals of game logic and structure.
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Technical Skills

- **Programming Languages:** C++, C#, C, JavaScript, HTML, CSS
 - **Game Engines & Frameworks:** Unreal Engine 5, Unity
 - **Tools & Technologies:** Git, Visual Studio, VS Code, Blueprint Visual Scripting
 - **Concepts:** Object-Oriented Programming (OOP), Data Serialization, Gameplay Programming
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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