

MICHEAL AUGUSTIN J

Game Developer

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SUMMARY

Passionate and aspiring game developer with a strong interest in building engaging and interactive gaming experiences. Currently expanding skills in Unity and C# programming, with a growing understanding of game mechanics and development workflows. Eager to learn, collaborate, and contribute to innovative game projects while continuously improving technical and creative abilities.

TRAINING/ COURSES

Unity Game Development : Create 2D and 3D Games with C#

Completed a comprehensive Udemy course specializing in advanced 2D and 3D game development techniques using Unity, gaining hands-on experience in game design, scripting, animation, and optimization for immersive gaming experiences.

The Unity C# Survival Guide

On going The Unity C# Survival Guide on Udemy, mastering foundational to intermediate C# programming concepts tailored for Unity game development, including scripting, object-oriented programming, and game mechanics implementation.

Google IT Support

Earned the Google IT Support Professional Certificate on Coursera, mastering troubleshooting, networking, operating systems, and cybersecurity with hands-on IT support experience.

EDUCATION

Master of Computer Application

2024 - Present

St. Joseph's College (Autonomous)

- CGPA: 7.6 (current)

Bachelor of Computer Science

2021 - 2024

St. Joseph's College (Autonomous)

- CGPA: 7.2

SKILLS

- Unity
- C#
- Documentation

PROJECTS

Super Mario-Clone Game

- Developed a side-scrolling 2D platformer in Unity, inspired by Super Mario.
- Implemented player movement and controls, enemy AI, and dynamic level challenges.
- Designed collectibles, scoring, and lives system to enhance gameplay engagement.
- Integrated immersive audio and optimized performance for smooth gameplay.

Flappy Bird Game

- Designed and developed a fully interactive 2D game in Unity with turn-based gameplay mechanics.
- Built smooth player movement and a user-friendly interface for accessible gameplay.
- Added visual effects and animations to enhance immersion and player engagement.
- Applied C# scripting and Unity's game loop for responsive and dynamic interactions.
- I used my friend as a Assest material.

Archery Game

- Developed a 3D First-Person Archery Game using Unity.
- Implemented a fixed camera view and stationary gameplay design.
- Integrated 3D physics for realistic arrow shooting and target interactions.
- Designed and scripted core gameplay mechanics, including aiming, shooting, and scoring systems.
- Gained hands-on experience with game development workflows and C# scripting in Unity.

2D Chess Game

- Developed my first 2D Chess Game using Unity.
- Implemented a fixed top-down camera view and grid-based board system.
- Designed and scripted core gameplay mechanics, including piece movement, turn-based logic, and legal move validation.
- Created interactive user interface elements for smooth gameplay and player interaction.
- Gained hands-on experience with 2D game development workflows, C# scripting, and game logic implementation in Unity.

3D Chess Game

- Developed 3D Chess Game using Unity.
- Implemented a fixed top-down camera view and grid-based board system.
- Designed and scripted core gameplay mechanics, including piece movement, turn-based logic, and legal move validation.
- Created interactive user interface elements for smooth gameplay and player interaction.
- Gained hands-on experience with 3D game development workflows, C# scripting, and game logic implementation in Unity.