


MOHANA PRIYAN .K

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 <https://mohanapriyan21.github.io/mohan-portfolio/>

Objective

Aspiring game developer and designer with a strong foundation in Unity and Blender. Eager to leverage my experience in creating 2D, 3D, and AR games to contribute to innovative game development projects.

Projects

Yellow Flash (2D android game)

- Developed a 2D android game using Unity.
- Implemented player drag controls, enemy AI, parallax background.
- Designed levels and integrated visual and audio assets.

Fruit Shoot (AR game for android)

- Created an augmented reality (AR) game where players shoot virtual fruits.
- Utilized ARKit/ARCore for real-world integration.
- Designed intuitive user interactions and immersive gameplay.

3D game

- Built a simple 3D first person game for windows.
 - Invisible Enemy AI and Coins using URP Renderer .
 - The player can see the enemy only with device.
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EDUCATION

Master of Science in Computer Science
SNMV CAS / BHARATHIAR UNIVERSITY

Aug 2022 - Apr 2024
86%

Bachelor of Computer Applications
SNMV CAS / bharathiar university

Jul 2019 - Jun 2022
71%

Skills

- Game programming
- Game Design
- Level Design
- UI/UX Design
- Gameplay Mechanics
- Problem Solving
- Team Collaboration
- Agile Methodologies

Technical Skills

- **Game Engines:** Unity
 - **Programming Languages:** C#, Html, css, javascript, C++, Python
 - **3D Modeling & Animation:** Blender
 - **AR Development:** ARKit, ARCore
 - **Tools & Software:** Visual Studio, Adobe Photoshop
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Declaration

I hereby declare that all the information given above is true and correct to the best of my knowledge.