Naimish Mishra
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Education

Chandigarh University	Chandigarh, India
B. Tech in Computer Science and Engineering	
CGPA: 8.3/10	July 2021 - June 2025

Skills

Development Tools:	Robolox Studio,Unity , Gamemaker
Designing Tools:	Moho ,Asperite ,Photoshop, AdobeAnimate
Languages:	Lua,Flutter,C,Python,SQL,
Databases:	MySQL,Postgresql,Firestore
CI/CD and Version Control:	Github

Work Experience

BlokMiners — *Graphic Designer & Frontend Developer* (Sep 2022 – Mar 2023)

- Designed and developed a modern, Web3-inspired website with a strong focus on aesthetics and user experience.

- Led social media visuals and digital branding, boosting online presence and engagement.

Koenig Solutions— *Training Program for Trainers* (Jan 2025 – Feb 2025)

- Selected as one of the **Top 10 candidates nationwide** from 480+ applicants for an advanced industry-led program.

- Gained hands-on training in **Cloud, Business Intelligence, and .NET**, mentored by industry professionals.

Uncle Fab — *Creative Developer* (Mar 2025 - July 2025)

- Led the design team to deliver **high-impact visuals** and creative direction.

- Developed and managed **gamified digital campaigns** to boost engagement during large-scale sale events.

Projects

1.Roblox One Shot Arena

- **Roblox TDM Shooter** — Built a multiplayer FPS with team selection, scoring, and round logic; scripted weapons, HUD, and kill feed using Lua & RemoteEvents.

- **Vehicle Spawner System** — Developed proximity-based car spawner with seat controls and optimized spawn placement for performance.

- **Gamified Event Framework** — Created event reward/leaderboard system with progression loops, and UI feedback.

2.Bullet Bros (LAN)

- **Photon PUN 2 :**Developed a LAN-based multiplayer arcade shooter using **Unity + Photon PUN 2**, upgrading from a local-only prototype.

- Implemented **real-time sync for player movement, shooting, and collisions** across clients.

- Designed **pixel-art inspired gameplay and arcade mechanics**, ensuring smooth performance in multiplayer sessions.