



## SUMMARY

A challenging career opportunity in a reputable organization that will allow me to utilize my skills and abilities. A highly motivated and skilled BSc.IT graduate with a passion for game design and development. Seeking a challenging role as a Game Designer and Developer to leverage my proficiency in Unity to create immersive and engaging gaming experiences.

## EDUCATION

- **2023**  
Mulund College of Commerce  
**BSc.IT - 6.68 CGPA**
- **2020**  
12th - HSC  
Science - 49.54 %
- **2018**  
10th - SSC  
73.20 %

## SKILLS

- Unity 3D
- Blender
- Unreal Engine
- HTML
- CSS
- JavaScript
- Linux
- Java
- C#

## SOFT SKILLS

- Observation
- Decision making
- Communication
- Multi-tasking
- Team Collaboration
- Problem Solving
- Creativity

## INTERNSHIP & TRAINING

### Azure Cloud Computing

Magic Bus India Foundation (2 Months)

## PROJECTS

### Chess : The BattleGround

Chess : The BattleGround is a 3D animated Chess game with classic chess rule made with Unity 3D with C# coding and with Blender Modeling. in this chess all characters move, battle, and make use of their talents

### Knight : the Warrior

Knight : The Warrior is a 3D Open-World game, where our character have to complete the missions and kill all enemies. in this game we have 4 demension and 1 Boss level.

### PAC-MAN

PAC-MAN is A Classic PacMan Game create with HTML, CSS & JavaScript. in this game we have to eat food and create a score.

### Alpha Blade

Explore the ancient and mysterious alien planet where our Principal Engineer, Ellen has crash landed. Avoid the hazards and defeat the enemies lurking within the ancient ruins of this alien civilization.

### The Survival

this is 3D game made in Unity & Bleander. in that our character mission is to kill enemy and get the Gold-Box.

## EXTRA CURRICULAR ACTIVITIES

- Join NSS (National Service Scheme ) for 2 years