



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 Swordsman

In the 3D open-world game Knight: The Swordsman, the player must finish the missions and eliminate every enemy. There are four dungeons and one boss level in this game.

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 Will to Live

This 3D game was created using Blender and Unity. In that killing the enemy and obtaining the Gold-Box is our character's mission.

EXTRA CURRICULAR ACTIVITIES

- Join NSS (National Service Scheme) for 2 years