NIKHIL KUMAR SINGH

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Profile

Dedicated Unity Game Developer with One year of hands-on experience in designing and developing immersive and engaging 3D games. Proficient in Unity, Adapt at collaborating with cross-functional teams to deliver high- quality game projects on time. Strong problem-solving skills, a passion for game design ,and a commitment to staying up-to-date with industry trends. Excited to contribute my skills and creativity to the dynamic world of game development, particularly in the exciting fields of VR and AR.

Academic Details

Qualification	School/College	Board/University	Duration	Percentage of Marks
B.Tech-CSE	Magaraja Agrasen Institute of Technology	Maharaja Agrasen University	2019-2023	8.4 CGPA
Senior Secondary Examination–XII (Non-Medical)	GSS school Baddi	Himachal Pradesh Board of School Education	2018-2019	63%
Secondary Examination-X	Nav Jyoti Century School	CBSE	2016-2017	8.6CGPA

Skills

Skill	Level	Skill	Level
Unity	● ● ● ○ ○	VR development	● ● ○ ○ ○
C#.Net	● ● ● ○ ○	Unity Newtworking	● ● ○ ○ ○
Unity Netcode	● ● ● ● ○	Python	● ● ○ ○ ○
Level quality improvement	● ● ● ○ ○	Game performance optimisation	● ● ○ ○ ○
Photon	● ● ● ○ ○	Playfab	● ● ○ ○ ○
Maya	● ○ ○ ○ ○	Photoshop	● ○ ○ ○ ○
Blender	● ○ ○ ○ ○		

Courses

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<tr><td>08/2022–12/2022
Chandigarh, India</td><td>**Google IT Support Course and its fundamental**</td></tr>
<tr><td>Internshala.com</td><td>**Web Development Full course (Frontend + Backend)**</td></tr>
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Languages

English	● ● ● ●	Hindi	● ● ● ● ●
Punjabi	● ● ● ● ●		

Interests

Gaming, Driving, Travelling, Gardening.

Professional Experience

Unity Game developer, *Blocktech Brew (Chandigarh 28 sec.) 2023March- Present*

Projects

08/2023–present	**Cycle Path Based On 3 Different Phase of game**
	In this project, we incorporate an external device provided by our client in New York, USA. This device connects to our game via BLE (Bluetooth), enabling users to synchronize their physical activity with the virtual world. As users pedal on the external cycle, their in-game bicycle responds in real-time, creating a dynamic and engaging experience.
08/2023–10/2023	**1) NYC Pedal Adventure**
	In the initial stage of our cycling path game, players find themselves amidst a cityscape reminiscent of New York's Central Park. They embark on an immersive adventure, weaving through lush greenery and winding paths, experiencing the exhilaration of exploration as they run through the virtual garden
10/2023–01/2024	**2) Cityscape Cycling**
	In this stage of our game, it's a high-speed showdown as players race, dodge, and strive to outmaneuver both AI cars and pesky potholes to claim

victory and earn thrilling prizes. The faster you pedal on the device, the quicker your virtual journey becomes, adding an extra layer of intensity to the race.

01/2024–02/2024	**3) Jungle Racing**

In this third part of our cycling path game, players navigate through a jungle setting where they encounter bears and wolves. Their objective is to safely reach the second island while avoiding these animals. As they venture into grassy areas, vibrations in the device alert them to potential danger, adding to the immersive experience. Additionally, when tackling hills, the pedals automatically become harder, providing players with a realistic sensation that enhances their gameplay.

11/2023–01/2024	**Art Gallery - Metaverse**

In this metaverse project, we've constructed a museum building where visitors can explore various exhibits. Utilizing APIs provided by the client, the museum's images dynamically change based on the client's preferences. As visitors immerse themselves in the virtual museum experience, they encounter a seamless transition of pictures, enhancing their journey through the exhibits.

03/2023–04/2024	**Virtual Port - Metaverse**

In this project, we've developed a virtual port where containers arrive and depart just like in a real seaport. Users can witness the dynamic flow of containers as they come and go, simulating the bustling activity of a genuine maritime hub. It offers an immersive experience that mirrors the operations of a physical port, providing both entertainment and educational value.

09/2023–01/2024	**Mahabharat**

In our Mahabharat-inspired game, players craft kingdoms akin to those in the ancient epic. As the race commences, Arjuna leaps into the Chakravyuha, encountering twists, turns, and adversaries along the way.

06/2023–07/2024	**Multiplayer Using Netcode**

During my internship, I developed a multiplayer game using Unity's Netcode. It was a valuable experience that honed my skills in networking and game development. Though the game didn't have a Mahabharat theme, it provided a solid foundation in creating engaging multiplayer experiences.