

PARKHI SAINI

Game Developer and Programmer

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SUMMARY

I am a passionate Game developer, halfway through my Bachelors of Technology in Computer Science Engineering specializing in Game development. I am eager to join the gaming industry in the near future. Skilled in C# and C++. Interested in Game development and Visual effects. Have made several games learning all the different gameplay mechanics.

SKILLS

C#	C++	Python	Unity Engine	Adobe Suite	Git	Figma	Blender
Level Design	Gameplay Programming	Game UI	Problem Solving	Data Structures and Algorithms			

EDUCATION

B.Tech in Computer Science Engineering Specializing in Game Development

Bennett University, Greater Noida

📅 2021 - 2025

SGPA

9.38 / 10.0

EXPERIENCE

Unity Developer Intern

Vyorius Drones Limited

📅 02/2023 - Present 📍 Remote

Game development in Unity Engine

- Designed and constructed a whole level from scratch.
- Implemented all the gameplay mechanics in C#
- Designing and constructing a open world level.

Junior Web Developer

IncCrew

📅 12/2021 - 11/2022 📍 Remote

Web developer

- Worked in Html, CSS and MERN Stack
- Built a Register/Login Dashboard.

Junior Graphic Designer

Computer Society of India

📅 10/2021 - 07/2022 📍 Bennett university

Graphic Designer

- Designed Posters for their social media handle and for offline publicity.
- Photographed some of the offline event.

PROJECTS

JUMP OFF: 2D PLATFORMER

Endless third person game
Implemented continuous background

WHACK-A-FOOD: 3D CASUAL GAME

Slice off the food particles
Different difficulty modes, timer, score

SUPER SPACE-STRONAUT: 2D PLATFORMER

Reach the gate to the next level by defeating enemies
Implemented Enemy AI system and checkpoints

OPPOSITE: 3D CASUAL ANDROID GAME

Currently in making for Google Play Store
Based on Backward Bicycle Theory