

Prashant Gupta

Unity Game Developer

[Software Development Engineer]

Contact Details

Address:

A191, Sector 22
Noida, U.P. 201301

Phone:

+91 7007157959

Email:

prashant1998gupta@gmail.com

Linked-In:

<https://www.linkedin.com/in/prashantpaci/>

GitHub:

<https://github.com/prashant1998gupta>

PlayStore:

<https://play.google.com/store/apps/details?id=com.prashantpaci.spacebattle>

Skill Highlights

Project management Team coordination Fast /
Self Learner Problem solver Innovative
Quick decision maker Work-focused

Programming

C# [Unity3d Expertise]

Java, C, C++ [Extras]

OOP and Design Patterns [Coding]

MySQL [Database]

Node JS [Back End]

HTML, CSS, JavaScript [Front End]

Android, IOS(XCode) [Plugins]

JSON, XML [Data Formatting]

Python [Machine Learning]

GIT, Bitbucket [Version Control Tool]

AR/VR

API

Summary

More than 1.5 years working experience in game development and unity3d engine. Experience in multi-department projects, Ability to obtain necessary requirements to define next steps and provide recommendations, Communicative, Open-minded, Positive person, Fast learner, Quickly adapting to new environments, new technologies and facing new challenges.

Experience

Unity Developer/Software Developer- Dec 2021 to till now.

[MetaSpace](#) / [PayizaTech](#) Noida, India.

Metaspace is a **AAA** game based on **Blockchain** . All assets of Game have **NFT** so that users can trade it in the marketplace based on **MetaNoid** Token.

- Work on AAA Game Like GTA Character Controller with Opsive Package.
- Work on **Multiplayer** functionality.
- Work On Multiplayer Scoring Systems Like Death , Kill and Death kill Ratio with Live Leaderboard functionality .
- Work On **NPC**
- Work On Death and Resawning Part in both Multiplier and Story Mode.
- Work On **UI** Part.
- Work On **API Integration**.

Unity Developer - Nov 2020 - Nov 2021.

[Abhiwan Technology](#) Noida, India.

Developing games using unity physics, lighting, multiplayer, animation, quality setting etc.

R & D for working with various SDKs and solving unwanted problems application/simulation.

Tools

Code Editors

Visual studio, Monodevelop Rider,
Atom, Eclipse

Version Control Tool

Git , GitHub , GitHub Desktop ,
SourceTree , Git Bash

Office Tools

Microsoft PowerPoint,
Excel, Word
Google Sheets, Docs, Slides

Project Development Tools

Slack, BaseCamp, Jira,
Notes

Multimedia Design

Paint, Photoshop, After Effects,
Canva

3D Media Models

Maya/Blender (Basic)

API

Postman

Languages

Hindi [Read, Write]
English [Read, Write]
Adding More.

Education

Master of Computer Application- 2021
IGNOU

Training

Programming concept, Oops - Jan 2019 to
Mar 2019 from Trisect Training Institute,
Noida, India

Unity3d / Game Development- March
2019 to May 2019

Personal details

Date of birth : 01/01/1998
Gender: Male
Nationality: Indian
Marital status: Single
Interest: Traveling, Cricket, music,
coding, reading, exploring new
technologies,