Priyansh Kashyap

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Something about Me...

Enthusiastic and skilled Game Developer with a passion for creating immersive and engaging gaming experiences comes with the addition of the IT Background.

Technical Skills	Game Development		Information Technology	
Softwares / APIs	Unity , AR, VR, Blender, Photoshop		Android Development, SQLite, Firebase, REST API, Github.	
Languages	C/C++ C# Java	Advanced Advanced Intermediate	HTML CSS Javascript	Advanced Intermediate Intermediate
Other Proficiencies	Design Patterns, Data Structures and Algorithms, SOLID Principles			

My Work Experience

[Certificate] **XR Unity Developer Intern – Mythaverse**   **[Jan 2024 - Present]**

- Developed a **Firebase SDK** using **REST API** in **C#**, **Unity** for VR Platform, since the official Google SDK doesn't provide support to VR Devices. The SDK included Database, Firestore, Cloud Storage and Authentication modules.
- Contributed as a Unity Developer in a Placement prep VR project where **Text-To-Speech** Functionality was required to be introduced with a trained AI of HR. Also helped in shifting the whole API functionality to React from Unity in order to keep the functionalities dispersed among the modules.

[**[Certificate](#)**] **VR Unity Developer Intern – IBM**   **[Jun 2023 - Aug 2023]**

- Contributed as a Unity Developer in a VR simulation Project where the functionality of complex interactions was required to be introduced in NPCs of a semi-open world area.
- With the help of a custom **Event System using Observer Design Pattern**,environment interactions have also been taken care of by me for making the simulation a bit more immersive.

My Projects

Major Project: Fire Safety Training Module in Virtual Reality   [**[Link](#)**]
- A training module where the user can get introduced and trained on how to act in fire emergencies.
- **My Role:** I have worked with the Unity Game Engine and its XR Interaction Toolkit in order to bring the training into live action.
- **Tech Stack:** Unity Game Engine, C#, XR Toolkit, Design Patterns.

Personal Project: Escape the Room in Virtual Reality   [**[Build](#)** | **[Demo](#)**]
- A casual game recreated in VR using Unity Game Engine and C#.
- For making it in VR, I have used **XR Interaction Toolkit** and maintaining the scalable architecture, SOLID Principles.
- **Tech Stack:** Unity Game Engine, C#, XR Toolkit, Design Patterns, Github.

Personal Project: Eventful Escape   [**[Build](#)**]
- This project is a typical Survival Horror game developed in Unity, where I have created and used my own custom event system using Design Patterns.
- Moreover, for code scalability I have used SOLID Principles.
- **Tech Stack:** Unity Game Engine, C#, Design Patterns, Github.