RAHUL WALIA

Game Developer

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SUMMARY

Currently pursuing a BTech in Computer Science with a strong interest in game development. Experienced in using Unity and C# to create engaging and interactive games. Technical skills, combined with a passion for innovation in the gaming industry, drive continuous learning and improvement.

EDUCATION

Bachelor of Technology in Computer science
Jamia Hamdard University
📅 2021 - Present

GPA
7.35 / 10

12th Standard with PCM
Kendriya Vidyalaya Sangathan
📅 2020 - 2021

GPA
7 / 10

EXPERIENCE

Fresher

LANGUAGES

Hindi
Proficient
●●●●○

Punjabi
Intermediate
●●○○○

English
Beginner
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KEY ACHIEVEMENTS

💎 Communication
Attended a Communication course at The Shrine
Of English Institute.

💎 Game Develop
Making an interesting game projects.

SKILLS

Unity   C#   C   C++   oops in C++

Python   NumPy   SciPy   MySql

GIT

PROJECTS

Flappy Bird
📅 08/2023 - 12/2023
- Utilized Unity and C# for game development.
- mplemented game mechanics, physics, and collision detection.
- Enhanced problem-solving skills and understanding of game development principles.

Running Square
📅 06/2024 - Present
- Implemented game mechanics including collision detection and physics-based movement in a 3D environment.
- Enhanced user interaction and optimized performance for a smooth gameplay experience.

2D Plateformer
📅 04/2024 - Present
- Developed a 2D "Platformer" game using Unity and C#.
- Designed gameplay mechanics where a character moves according to player input and navigates through various obstacles.
- Focused on smooth character movement and responsive user controls for an engaging gameplay experience.