C-34, N.F.L. Township, Vijaipur

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Raman Soni

Aspiring game developer with hands-on experience in Unity, specializing in problem-solving, game design, programming, and game testing. Demonstrated ability through various indie game projects available on GitHub. Seeking an internship to further develop my skills and contribute to a dynamic team in the gaming industry.

Education

June 2022 – Present
B.Tech in Computer Science
Jaypee University of Engineering and Technology

Completed in 2022
High School Diploma
Delhi Public School, Vijaipur

Skills

- Unity
- C#
- Problem Solving
- Game Design
- Programming
- Game Testing
- GitHub
- Blender
- MySQL
- Python

Projects

Indie Game Projects

Project Title: Maze Runner
Description: A 3D Unity game where players must fight enemies to complete levels. Features include a color gradient for enemy health bars and advanced player controls.
Key Technologies Used: Player Controller, Cinemachine
GitHub Link: https://github.com/Ram22an/Maze_Runner.git

Project Title: Zombie Crasher
Description: A Unity 3D infinite runner game featuring immersive sound and graphics.
GitHub Link: https://github.com/Ram22an/Zombie-Crasher.git

Project Title: Raman_Travels
Description: Bus Service Management System: A Tkinter and SQLite3-based desktop application for efficiently managing buses, routes, and passenger information with an intuitive graphical user interface.
GitHub Link: https://github.com/Ram22an/Raman_travels.git