



Programmer, Designer
and Gamer

Enthusiastic,
Innovative &
Passionate
about Games

Projects

Spin

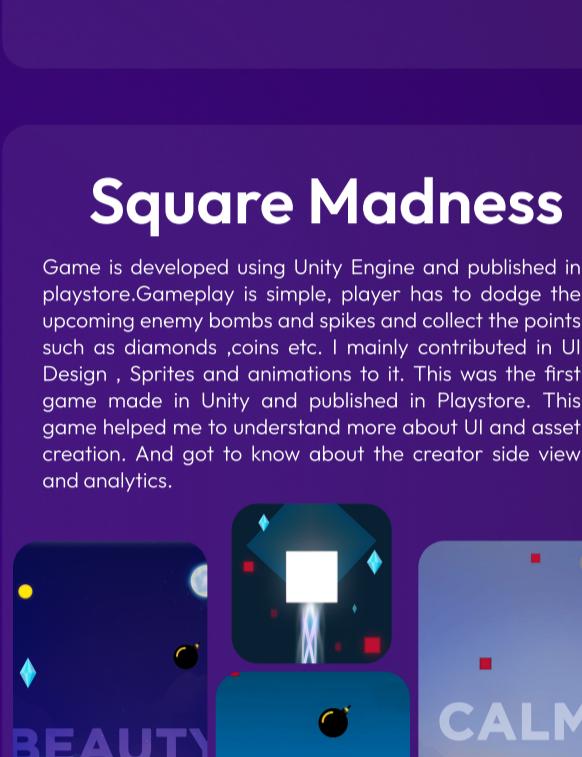


- Click to see the gameplay

- Click to download the game

Its All About Us!

Its the Co-op Local multiplayer game based on duality theme. During this project ,I learned a lot of things as a programmer and as a team leader . It helped me to learn more about the team leading and completing a game in limited time.



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Try Dodging



Hyper casual game developed using build box game engine, player has to collect the points to increase the score and it's infinite run. I have learnt and experienced many things while making this game. The build box uses certain nodes to create the player actions, and learns about how nodes can be implemented in the game . UI interface nodes ,pre-loaded assets from the build box library

Square Madness

Game is developed using Unity Engine and published in playstore.Gameplay is simple, player has to dodge the upcoming enemy bombs and spikes and collect the points such as diamonds ,coins etc. I mainly contributed in UI Design , Sprites and animations to it. This was the first game made in Unity and published in Playstore. This game helped me to understand more about UI and asset creation. And got to know about the creator side view and analytics.



- Click to download the game

Others

