

Bhaskar P

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SUMMARY

Skilled Unity Game Engineer with expertise in Unity3D, 2D, and C#. Dedicated to crafting immersive gaming experiences and driving innovation through problem-solving and teamwork in a collaborative environment.

SKILLS

- **Game Engine:** Proficient in Unity, with hands-on experience in both 2D and 3D projects.
 - **Programming:** C#, Problem-Solving, Basic Understanding of Programming Best Practices
 - **Development Tools:** Visual Studio, Github (Version Control), Build Systems
 - **Debugging and Profiling:** Familiar with Debugging and Profiling Tools
 - **Analysis:** Code review and design patterns, Game Design Document(GDD), Project Management, Problem-Solving
 - **Soft Skills:** Good Communication Skills, Team Collaboration, Analytical Thinking, Strong Work Ethic
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PROJECTS

1. Tower Defense:

Experience strategic gameplay and challenging enemy encounters. Managed core gameplay, AI, health bars, power-ups, Git version control, and player experience for seamless transitions and interactive elements.

2. Fill The Box

"Fill The Box" delivers immersive gameplay, challenging players to fill containers amidst obstacles and manage resources effectively. || Navigate obstacles, fill containers, and control ball spawning with dynamic physics while enjoying responsive touch or click inputs and immersive audio.

3. Place 4

Dive into Place 4, a captivating 3D game with intuitive mechanics and strategic gameplay. Strategically position crates in a dynamic grid, customise settings, and aim to create winning patterns for an immersive experience.

4. Smash That

Experience dynamic endless gameplay with 3D destruction, intuitive controls, and challenging physics, available across multiple platforms for an immersive gaming experience.

Team Project: Collaborated in a six-member team for a Game Jam, focusing on player health, hit impact, HealthBar UI, Enemy Damage Particle Effect implementation, and bug fixes.

Work Experience

With over 5 years of work experience in the gaming industry as a Senior Player Support Representative, I've adeptly addressed player feedback, collaborated with cross-functional teams, and contributed significantly to game improvements. My tenure has refined my communication and problem-solving skills, enabling efficient resolution of player issues.

Spoken Language:

1. English
2. Hindi
3. Kannada