VIBHAB TIMSINA

Web/App/Game Developer

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SUMMARY

Aspiring full-stack developer and game developer with diverse experience in mobile development, game engines, and web technologies. Strong foundation in MERN stack, Flutter, Unity, and Godot. Passionate about creating mobile and web application along with innovative game systems.

KEY PROJECTS

MERN Chat App

Technologies: MERN Stack, Socket.io, Real-Time Communication

A real-time chatting application featuring user authentication, secure login, and instant messaging powered by Socket.io. Demonstrates full-stack web development capabilities with modern JavaScript frameworks.

Key Features:

- Real-time message delivery
- User authentication and session management
- Responsive UI design

Wave Function Collapse: Procedural Map Generator

Technologies: Unity, C#, Procedural Generation, A* Pathfinding

A comprehensive framework for procedural map generation using the Wave Function Collapse algorithm combined with A* pathfinding. Built as a college project demonstrating advanced algorithm implementation.

Key Features:

- Tile-based procedural generation
- Wave Function Collapse algorithm
- A* pathfinding integration
- Coherent and valid map generation

Little Knight: 2D Platformer

Technologies: Godot Engine, GDScript, 2D Game Development

A 2D platformer game developed using the Godot engine, showcasing game mechanics, level design, and basic player controls.

3D Arena Royale

Technologies: Godot Engine, 3D Development, Game Logic

A 3D battle royale-style game featuring player movement mechanics, shooting systems, and arena-based gameplay logic. Demonstrates 3D game development concepts.

Key Features:

- Player movement and combat mechanics
- Shooting system with hit detection
- Arena logic and player positioning
- AI follows player throughout the map

Flutter YouTube Downloader

Technologies: Flutter, Express.js, Shell Scripting

A Flutter mobile application that enables local downloading of YouTube audio. Built to provide offline access to audio content with a simple, intuitive interface.

Key Features:

- Audio download functionality
- Local storage management
- User-friendly mobile interface

Unity Race Manager

Technologies: Unity, C#, Game Mechanics, Physics

A prototype racing game system featuring car controls, checkpoint tracking, lap timing, and position tracking logic. Demonstrates game physics implementation and real-time game state management.

Key Features:

- Vehicle physics and controls
- Checkpoint system
- Lap timing and scoring
- Multi-player position tracking

Squash! (3D Game)

Technologies: Godot Engine, GDScript, 3D Development

A 3D game developed following official Godot documentation, showcasing best practices in game development and engine proficiency.

TECHNICAL SKILLS

Languages: Dart, JavaScript, Python, C#, GDScript

Mobile Development: Flutter, React Native

Web Development: Node.js, Express.js, React, MERN Stack

Game Development: Unity, Godot Engine, 2D/3D Development, Game Physics, Procedural Generation

Algorithms & Techniques: A* Pathfinding, Wave Function Collapse, Procedural Map Generation

Tools & Platforms: Git, GitHub, VS Code, Android Studio, Postman, Shell Scripting

Databases & APIs: RESTful APIs, Real-time Applications, User Authentication, MongoDB, MySql

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AREAS OF INTEREST

- Flutter Development
- Game Development (Unity, Godot)
- Full-Stack Projects
- Open Source Contributions
- Internship Opportunities
- Freelance Work

ADDITIONAL INFORMATION

- **Portfolio:** https://portfolio-flutter-build.vercel.app/
- **GitHub:** github.com/Vibhab-T
- Experienced in collaborating with development teams and working on complex technical challenges.
- Strong problem-solving skills with attention to detail and code quality.