

# Vijay Kumar

Game Programmer

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## CAREER OBJECTIVE

To pursue a challenging role as a game programmer towards the growth of the organization by achieving the goals of the organization.

## EDUCATION

S.NO	EDUCATION	INSTITUTE	YEAR OF PASSING	PASS %
1.	Diploma in Game development	Backstage Pass Institute of Gaming and Technologies	2021 - 2022	87 (until the first semester)
2.	B.Com(PA)	Ayya Nadar Janaki Ammal College, Sivakasi, Tamil Nadu, India.	2018 - 2021	70.2

## PROJECTS

### PROJECT #1:

**TITLE:** Candy Catch

**Description:** It's a 2D mobile game for kids made with Unity and C# for the android platform. I have worked as a programmer and designer in this game.

**GooglePlay Link:**

<https://bit.ly/3zZdXnn>

### PROJECT #2:

**TITLE:** Mossy Walk (2d platformer)

(This new version of this game is still in the development stage)

**Description:** It's a cool 2D mobile platformer game with good graphics made with Unity and Unity C# for the android platform. I have worked as a Programmer and level designer in this game.

**GooglePlay Link:**

<https://bit.ly/3feIeGN> (This is an old version)

Updated Gameplay clip: [Updated Mossy walk gameplay](#)

## PROFILE

I am a B.Com graduate and self-taught programmer and long-time video game enthusiast. I'm passionate about all stages of development, but my favorite part is working in game programming.

## SOFTWARE AND TOOLS

- Unity 3D
- Visual Studio
- Git

## PROGRAMMING LANGUAGES

- C#
- C++
- HTML5
- CSS3
- JAVASCRIPT

## PERSONAL SKILLS

- Good communication skills to deal with people.
- willingness to learn.
- Ability to grasp things better.

## AREA OF INTERESTS

Interested in design problem-solving, and mobile and PC gaming.

### **PROJECT #3:**

**TITLE:** Zombie Survivor (3d Top-Down Shooter)

**Description:** It's an addictive 3d top-down shooter game with amazing graphics using Unity's URP render pipeline and I have published this game on itch.io.

**Itch.io Link:**

<https://vijay-vj.itch.io/zombie-survivor>

### **PROJECT #4 : (FREELANCE PROJECT)**

**TITLE:** Rocket Duel

**Description:** It's a hyper-casual game made using Unity and C#. In this project, I worked as a programmer. I have made the entire game mechanics for this game.

**.APK Link:**

<https://bit.ly/3fioQWj>

### **PROJECT #5 :**

**TITLE:** Mini Soccer

**Description:** It's a 2d "Two Player" game made in unity. This game is made for the game jam. In this project, I worked as a programmer. I have made the entire game mechanics for this game.

**Video clip of the game:**

[Mini Soccer Gameplay clip](#)

### **PERSONAL PROFILE**

DOB	:	09/05/2000
AGE	:	21
FATHER'S NAME	:	S. Ravi Kumar
NATIONALITY	:	Indian
LANGUAGE	:	Tamil, English

### **DECLARATION**

I hereby declare that the above information given by me is true to the best of my knowledge.

### **PORTFOLIO WEBSITE**

<https://vijay2k.github.io/VijayPortfolio/>

### **GITHUB REPOSITORY**

<https://github.com/Vijay2K>

### **LINKEDIN PROFILE**

<https://www.linkedin.com/in/vijay-kumar-4943b1b0/>

### **FIVERR PROFILE**

[https://www.fiverr.com/vijayvj0905?up\\_rollout=true](https://www.fiverr.com/vijayvj0905?up_rollout=true)

### **UDEMY CERTIFICATION**

#### **Courses Enrolled in Udemy**

- Master in C#

**CERTIFICATION URL:**

<https://bit.ly/3jaaXxo>

- Unity C# Scripting

**CERTIFICATION URL:**

<https://bit.ly/3rOesO3>