



Yeswin Krishna

Unity Developer

My Contact

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▶ <http://bit.ly/3zMR6Ny>

Skills

- Effective Communication
- Implementation Planning
- Problem Solving
- Coding Skills
- Game Prototyping
- 2D,3D Game Developing

Programming Languages

- C#
- Java
- HTML/CSS

Work Experience

- Issue Resolution Tracking
- Defective Analyzation and Resolution
- CICD Pipeline
- Jenkins & Bitbucket

Education Background

- Bachelor of Computer Application
Madras Christian College
2018 - 2021
 - College Topper(Gold Medalist) at Madras Christian College
- Higher Secondary Schooling
Holy Family Convent
2016 - 2018
 - 1st Rank in 12th Grad

About Me

"I want to go from a player to a creator" - Kirito

Since I learned to make games three years ago, I have always continued learning new things. The Unity slogan is "The world will be a better place if more creators are in it," and I agree. I want to make more professional games that could reach customers and have an impact on them.

Professional Experience

Unity Developer
2021 - Present

Projects Done

Unity

- **Boltz Adventure** - Boltz Adventure is an exciting platformer adventure game that puts players in control of a ball-shaped character named Boltz as he journeys through a perilous world filled with obstacles and challenges. In this game, the objective is to collect coins while rolling and jumping through various levels. With each level, the difficulty increases and the obstacles become more complex. The game features immersive visuals and fast-paced gameplay that keeps players engaged throughout. Get ready to put your skills to the test in this thrilling ball-based platformer adventure game! **Front end:** Unity | **Language used:** C# - **LAUNCHED IN PLAY STORE**
- **Ball -O- Ball** - is a game where you have to move the ball through the given path. If you fall you will lose. If you beat the highest score your score will be recorded.
Components used: C#, ASP.NET, 3D
- **RPG -2D** - is a 2d game using sprite sheets where you have to confront the enemies using the weapon given to you, and you can pick up coins and health available on the ground.
Components used: C#, ShaderLab, Animation, 2D
- **Brave Run** - is a 3d Game where you kill enemies by jumping on their heads and scoring points. More exciting levels, and more fun
Components used: C#, ShaderLab, Animation, 3D

Unreal

- **Stealth Shooter** - is a multiplayer strategic game, wherein the player has to complete a given mission by crossing various hurdles. **Front end:** Unreal | **Language used:** C++, networking terms, 3D
- **Russo The Robot** - is a multiplayer shooting game, wherein the player has to shoot the AI bots and earn points. **Front end:** Unreal Engine | **Language used:** C++, Unreal, networking terms, 3D

Certification

Unreal Engine 4 Mastery: Create Multiplayer Games with C++

Portfolio

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