



Yeswin Krishna

Unity Developer

My Contact

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Skills

- Effective Communication
- Implementation Planning
- Problem Solving
- Coding Skills
- Game Prototyping

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

Infosys Pvt Ltd | Westpac Banking
2021 - Present

Key responsibilities:

- Collaborated with developers, analysts and project managers to expedite incident resolutions
- CI/CD implementation via Jenkins for container-based deployment, Gitbash and Git
- Addressing issues/concerns raised by businesses adhering to the timelines.

Projects Done

Unity

- 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.
- Escape-Ball - is a game where you have to spawn a ball using the mouse in the given area and balls will escape through the random opening doors
- 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.
- Brave Run - is a 3d Game where you kill enemies by jumping on their heads and scoring points. More exciting levels, and more fun

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
- 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

Certification

Unreal Engine 4 Mastery:Create Multiplayer Gameswith C++