

Yogesh Shrestha

Game Developer

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📍 Bahakha Bazar, Purano Thimi, Bhaktapur

🚩 Nepal

🌐 [Yogesh Shrestha](#)

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🌐 LANGUAGES

Nepali ● ● ● ● ●

English ● ● ● ● ●

Hindi ● ● ● ● ●

🎓 EDUCATION

Bsc Hons in Computing

Coventry University

09/2018 – 09/2021

Higher Secondary Level

Glacier International College

06/2016 – 06/2018

🧠 SKILLS

- Unity Engine - Expert
- C# - Expert
- Communication - Expert
- Python - Skillful
- Flutter - Skillful
- Frontend - Skillful
- Backend - Skillful
- Internet of Things - Intermediate
- Designing - Experienced
- Audio and Animations - Experienced

👤 PROFILE

Dedicated and results-driven Game Developer with 3+ years of hands-on experience in Unity, specializing in AR/VR, 2D, and 3D game development. Skilled in implementing animations, designing engaging gameplay mechanics, and optimizing performance for smooth user experiences. Proficient in multiplayer development using Photon Fusion, server hosting with Unity Gaming Services, and working with tools like Spine, LeanTween, and Unity's Animator State Machine. Strong grasp of C#, asset integration, and physics-based interactions. Collaborative team player with a track record of delivering high-quality, polished games on schedule. Continuously exploring the latest tools and techniques to enhance creativity and efficiency in game development.

💼 PROFESSIONAL EXPERIENCE

Octagon Infotech Pvt. Ltd

Senior Game Developer

02/2023 – present | kathmandu, Nepal

- Developed a 2D chess game featuring multiple levels of AI difficulty and an intuitive, user-friendly interface.
- Contributed to the development of various board games and casino-style games, with a specialization in slot machines and jackpot systems.
- Successfully implemented multiplayer functionality using Photon Fusion and managing server hosting through Unity Gaming Services.

Paracosma Nepal Pvt. Ltd

AR/VR Developer

10/2021 – 02/2023 | Kathmandu, Nepal

- Developed a series of Virtual Reality board games in Unity, including FreeCell, Connect Four, Blackjack, and Dominoes.

Demo Link: Board Games

- Created a VR shooting game inspired by *Pistol Whip*, replicating its fast-paced gameplay and immersive experience.
- Built a fully functional Augmented Reality (AR) brain-training game for sorting items into correct categories, with a complete backend system for user authentication, data management, and high scores.
- Developed a VR simulation and experience featuring multiplayer functionality using Unity and Photon Fusion.
- Conducted R&D for an AI-powered chatbot using IBM Watson, culminating in a speech-based assistant that integrates with Wikipedia's API for intelligent search capabilities within VR.

PROJECTS

Slot Game Demo [↗](#)

- Built a slot game demo in Unity featuring jackpot mechanics and API response integration for backend simulation.

Download Apk [↗](#)

Flappy Bird [↗](#)

- Developed a Flappy Bird clone in Unity with responsive controls, scoring system, and mobile optimization.

Portfolio Website [↗](#)

- Developed a responsive portfolio site with Astro, HTML, and CSS to highlight projects and skills.

Heist Room [↗](#)

- Optimized slot games with jackpot mechanics and real-time multiplayer fish shooting games, focusing on engaging gameplay and smooth network performance.

Unity Hand Tracking and Ball Tracking [↗](#)

- Developed an interactive hand and ball tracking system in Unity using OpenCV and MediaPipe for real-time gesture and motion tracking.

Hand Tracking Python Project [↗](#)

- Built a real-time interactive system capable of detecting and tracking hand gestures integrating OpenCV and MediaPipe for accurate pose estimation and tracking.

Ball Tracking Python Project [↗](#)

- Built a real-time interactive system capable of detecting and tracking ball movements integrating OpenCV tracking.

- Created a virtual world using the Cluster Toolkit in Unity, featuring multiple characters, complex tasks, and animation control through Unity's Animator and State Machine system.

Freelancing

Educational Speech-Based Learning Game

- Developed an interactive educational game designed to help children learn and pronounce words across varying difficulty levels.
- Implemented speech-to-speech interaction to promote active verbal engagement and improve language skills.
- Focused on child-friendly UI/UX and adaptive difficulty scaling to ensure an effective and enjoyable learning experience.

Demo Link: Teddy MVP [↗](#)