

Niraj Karki

UNITY & C# DEVELOPER

Bhaktapur, Nepal

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OBJECTIVE

A professional unity game developer with a passion for games. I love to learn new things and implement them in unique ways to see what I can achieve with them. I thrive in a team where we can learn from each other's mistakes to make ourselves better developers.

SKILLS

- Unity2d/3d
- C#
- Oriented Programming Object
- Mobile Development
- Photoshop

PROJECTS

2D Galaxy Space Shooter

- Created player movement from scratch
- Added power-ups for features like shield, speed, homing missiles, etc.
- Created various enemy types with unique behaviors
- Designed unique laser type as well as a homing missile

The Great Fleece

- Created immersive cut scenes using timeline
- Worked with cinemachine to design various camera angles to match the scene
- Worked with light probe and screen space reflections to create immersive environment
- Created an async loading screen

2.5D Platformer

- Used Character controller for player movement
- Created mechanics for wall jump, elevator, ladder climb, etc
- Worked with animations and their state behavior

2D Adventure Game

- Added Unity rewarded ads
- Used Inheritance and Interface for shared enemy behavior
- Uploaded the game in Google Play Store

Zombie Shooter

- Used Character Controller for Player movement
- Designed crosshair follow system for player rotation
- Character Animation using IK system

Game Design

- Used Skyboxes, Lights, Post Processing, Occlusion Culling, Particles, Reflection probes, etc in URP
- Used Environmental Lighting, fog, lighting effects, light probes, reflections, volumes, etc in HDRP

Experience

Reviewer

CloudFactory

May 2020-Present

- Analyzing reports under limited time
- Helping analysts with problems in their reports
- Reviewing the task of analysts and fail them for mistakes or pass them and send to clients

Graphic Designer

Nepal Realistic Solution

Dec 2019 - Feb 2020

- Creating social media posts
- Creating structure charts of positions
- Created sales tracking system

Teacher

Gundu English Secondary School

Jan 2019 - Nov 2019

- Teaching students of grade 8, 9 & 10 the subject of computer science
- Helping in organizing events

TRAINING

GameDevHQ

Professional Game Developer Bootcamp

Apr 2021 - Present

- Worked with variety of 2d & 3d assets
- Developed 2d & 3d games from scratch
- Blended animations using the animation system
- Worked with timelines to create immersive cut scenes