Abhishek Lamichhane

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P R O F I L E S U M M A R Y

I am a working professional with a Bachelor degree in Information Technology. I am highly organized, result driven and committed individual when it comes to work. I have experience in strategic planning, program management, creative visualizer, goal setting in long/short terms. Furthermore, I am well versed in managing development projects and interacting with clients for fruitful communication. Other essential skills include ability to draft and edit projects, researching and generating methodological reports. I also have great interpersonal skills and can mingle with individuals in a workplace quickly and manage things amicably.

O R G A N I Z A T I O N A L E X P E R I E N C E

Junior Game Developer (Intern)   **1 months**
Zeroine Technology,
Nepal, New Road, Pokhara

- ☦ Building game aiming to teach biology to younger audience in Unity3D and C# for iOS and Android in Unity3D and C# (VS code IDE).
- ☦ In-charge of Android Builds and debugging for same platform. Used Git version control on Source Tree.
- ☦ Built special skills, weapon auto-toggle, status & hit VFX, gyro camera mini-game and in-game alert system. ☦ Helped in AI, 3Cs, Animations, UI, Shader Graph, bugs fix, Optimization and Scriptable Render Pipeline.
- ☦ Actively participated in discussions and proposed new methods to improve and optimize functionality

Senior Game Developer   **1 year 3 months**
Nepal Online Study
Nepal, Shrijana, Pokhara

- ☦ Programmed, executed and maintained scalable application code.
- ☦ Designed and developed educational games where children can learn many things.
- ☦ Assisted team in development of 3D Engine.
- ☦ Evaluated and recommended third party 3D engine support.
- ☦ Programmed in C#.

Translator   **2 months**
ABGS Group
Pokhara, Zero Kilo Meter, Pokhara

- ✟ Work a segmentation of audio on our system.
- ✟ Annotate/tag the audio according to the guidelines.
- ✟ Listen to the audio and label the speaker in the audio.

Graphics Designer   **3 months**
Creative Press
Pokhara, Chauthe, Pokhara

- ✟ Created performance- based landing pages, banner ads, and emails to improve the number of leads by 35%.
- ✟ Built compelling presentation decks, one-pagers, and other marketing materials issued regularly by executives to entire company plus potential customers.
- ✟ Redesigned company letterhead, business cards, and PowerPoint presentation template with modern aesthetics, used regularly by all 100+ people within the company.
- ✟ Annotate/tag the audio according to the guidelines.

Key Achievements
- 3D Unity Game Developer.
- Design website for multiple clients and college projects.
- Designed logos, banners and flyers for multiple clients.

A C A D E M I C D E T A I L S

- **Bachelors in Computer Information** (BSc (Hons) Computing), Informatics College Pokhara.
- **+2 Management** SOS Hermann Gmenier School, Pokhara - Higher Secondary Education Board.
- **School Leaving Certificate** (S.L.C) Fishtail Higher Secondary Boarding School, Pokhara.

T R A I N I N G

- Managing and handling customer's complaints
- Power Point and Excel training (3 days)
- PHP training, Informatics College Pokhara (2 months)
- Graphics Design, Informatics College Pokhara
- Unity 3d (Game developing and 3d model design, Zoroine Technology (3 months)
- Android Studio Training, Informatics College Pokhara (2 months) •   Artificial Intelligence training (2 months)

PROJECTS HANDLED

- College projects (2018) – "Personal Portfolio" Personal website.
- College projects II (2018)- "Student Attendance Application" Fully android application developing in android studio.
- College Project III (2019) - "Tour and Travel Agency" Website about travel and tourism agency which is made by C# language and bootstrap frame work with database connection.
- College Project IV (2019)- "Student Management System" Based on desktop application using C# language.
- Minor Project (2019) – "E-commerce website" Online market website site which is made by help of WordPress.
- Artificial Intelligence Project (2020) - "3d Car Racing Game" Race with AI cars. Based on android game which is made by the help of unity engine with C# language.
- Final Year Project (2020) – "3D Car Parking Game" with Payment's gateway.
- Space Impact (2021) – "Pixel art game" Based on android game using C# language.
- Robot Vs Robot – Royale Battle (2021) – "2D war game" offline game.
- Vehicle Violence (2021) – "2D game" Collab project (with friends).
- Prison Break (2021) – "3D game" integrated google ads and firebase plugins.

TECHNICAL SKILLS

- Operating System: Windows XP, 7, 8, 8.1, 10
- Software: Visual Studio, Sublime, Unity Engine, Android Studio
- Packages: MS-Office (Word, Excel, PowerPoint)
- Social Media: Digital Marketing
- Markup languages: HTML & CSS
- Photoshop and Adobe Illustrator.
- Unity 3D (Game Developing)
- Other language: C#, Java and python.

PERSONAL INFORMATION

DOB: 16th feb, 1999
Permanent Address: 17, Mahatgauda, Pokhara, Nepal
Availability: Casual
Nationality: Nepali

References

- https://play.google.com/store/apps/details?id=com.NepDragon.SpaceImapct&hl=en&gl=US
- [https://play.google.com/store/apps/details?id=com.NepDragon.Robot VSRobotTheBattle&hl=en&gl=US](https://play.google.com/store/apps/details?id=com.NepDragon.RobotVSRobotTheBattle&hl=en&gl=US)

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