



Abhishek Lamichhane

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PROFILESUMMARY

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.

ORGANIZATIONAL EXPERIENCE

Junior Game Developer (Intern)

3 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 2 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#.

Game Developer

2 months

Icodify Technology

Nepal, Bhaluwatar, Kathmandu

- ✚ Developed 2D and 3D games using various technologies C#, MonoDevelop and Visual Studio.
- ✚ Pre-tested games, completed code reviews, managed documentation and performed other tasks as assigned.
- ✚ Assisted team in development of 3D Engine.
- ✚ Evaluated and recommended third party 3D engine support.

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.

Key Achievements

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

ACADEMIC DETAILS

- **Masters of Information Technology**, USQ, Australia (Running)
- **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.

TRAINING

- 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)

PROJECTSHANDLED

- 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.SpaceImagery&hl=en&gl=US>
- <https://play.google.com/store/apps/details?id=com.NepDragon.RobotVSRobotTheBattle&hl=en&gl=US> ▫
- <https://play.google.com/store/apps/details?id=com.FirstLight.Violence&hl=en&gl=US>
- <https://play.google.com/store/apps/details?id=com.FirstLight.PrisonBreak&hl=en&gl=US>