

Arjun

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🔗 <https://arjooonn.github.io/Portfolio/>

Education

Bachelor of technology

Panipat institute of engineering and technology

08/2023 – present

Panipat

Skills

Unity Development

Hands-on experience with 2D game mechanics, physics, sprite-based animation, and basic 3D object handling within Unity.

C# Programming

Implemented core gameplay systems, boss logic, UI states, and scoring mechanics.

Version Control (GitHub)

Used Git for project versioning, collaboration, and publishing game builds.

Game Mechanics Design

Designed enemy AI, destructible environments, and interactive traps like beam zones.

Projects

Galactic Intruders – A Modern Take on Space Invaders [🔗](#)

A 2D tactical shooter with original art, boss mechanics, destructible environments, and immersive audio design.

Developed a Space Invaders-inspired game featuring original pixel art, dynamic enemy waves, and unique boss mechanics. Implemented player health, scoring systems, tactical enemy AI, destructible environments, SFX, and interactive UI. Showcased gameplay system design and technical prototyping skills.

HyperBrick – Retro Breakout-Inspired Game (Unity) [🔗](#)

Developed a modern, neon-themed remake of the classic *Breakout* game featuring real-time paddle UI, a lives system, dynamic looping brick patterns, and 8-bit retro audio. Built in Unity as a passion project with emphasis on nostalgic design, responsive gameplay, and replayability.

Professional Development

GIT TRAINING CERTIFICATE

Spoken Tutorial – IIT Bombay (2024)

12/2024

DATA STRUCTURES & ALGORITHMS WITH PLACEMENT GUIDANCE

SkilIfy Me – Internship Training Program (2024)

07/2024 – 08/2024