ASHISH NAIR
GAME PROGRAMMER , VIT

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Education

Vellore Institute of Technology	**July 2019 – July 2023**
B.Tech CSE in Gaming Technology	*CGPA : 8.54*
Amrita Vidyalayam Jr.College	**March 2018 – May 2019**
Class XII	*Percentage: 80.92*
Amrita Vidyalayam	**March 2016 – May 2017**
Class X	*Percentage: 93.20*

Technical Skills

- Unity Engine
- Unreal Engine
- C#
- C++
- Python
- Blender
- Photon Networking
- AR and VR Technology

Experience

Caden Enterprises **March 2021 – May 2021**
Game Programmer Intern *Remote*

- Designed and developed 2 hyper-casual games end to end within a team of 4. (**Argon Assault** and **Elude Wrath.**)
- I was responsible for implementing the User Interface and the gameplay mechanics for the games.
- We used Unity Engine,Blender,Photoshop for creating,managing and modifying assets and C# for programming.
- Successfully published the games on Google PlayStore and learnt the importance of teamwork,proper designing and planning,delegating tasks and effective communication during the internship tenure. **Certificate**

Projects

Kitchen Chaos Game | *Unity Engine, Blender, C#* **March-April 2023**

- ∗ Solo-developed this unique restaurant theme game with the best industry practices.
- ∗ Made sure to separate visuals,animations,sound and logic scripts to make the game scalable and easy to maintain.
- ∗ Added postprocessing and world canvases,particle systems,shaders to make the game looked polished and fun.
- ∗ Refactored legacy input system to new input system which helped in adding functionalities like rebinding keys.
- ∗ Learnt and used new concepts like Scriptable Objects, Interfaces, Delegates, Generics, Enums, State machines, Shader Graphs, Lambda functions, OOPs concepts like Inheritance etc.
- ∗ **Links :** **GitHub** **Video Demo** **Game Files**

3D Mini Militia (Online Multiplayer) | *Unity Engine, Blender, C#, Photon Networking* **July - Sept 2022**

- ∗ Solo-developed a complete multiplayer FPS game and used Photon Networking for multiplayer functionality.
- ∗ Learnt to use Raycasts, Physics Interactions, Camera movements, mouse inputs etc. to setup the player and level design and created a total of 12 unique maps using various free assets.
- ∗ Understanding Photon PUN, connecting to server, creating, joining and leaving a room, listing players, setting up players nicknames, switching masters, spawning players, controlling single player and shooting with RPCs and taking hits.
- ∗ Implementing player's health system, Match manager and states of games, Leaderboards, loading different scenes, syncing time across all players, UI elements, polishing etc.
- ∗ **Links:** **GitHub** **Video Demo** **Game Files**

2D Space Shooter | *Unity Engine, Blender, C#* **Oct - Dec 2020**

- ∗ Learnt and understand how to create simple 2D games.
- ∗ Built game mechanics like shooting and destroying enemy ships, high score, prefabs, collecting powerups, using Coroutines and a co-op multiplayer system with basic UI elements to create a polished 2D game **GitHub** **Video Demo**

AR Portfolio App | *Unity Engine, Blender, C# , Vuforia* **April 2021**

- ∗ A complete unique Augmented Reality experience for my portfolio showcasing all my game development skills and contact-info with a real-life 3D model and virtual buttons to all my games and social media. Built using Unity Engine and Vuforia. **GitHub** **Portfolio Video**

High Time | *Unity Engine, Blender, C#* **May - Aug 2020**

- ∗ This game was developed with a team of 4 and was submitted for college project exhibition and received highest grade.
- ∗ I was responsible for the game design and story of the game and also created the UI for the game.

Certifications

- **SmartBridge Applied Data Science Externship**
- **IBM Agile Training**
- **IBM Devops Fundamentals**
- **IBM Design Thinking**

Leadership / Extracurricular

- Project Lead for 3 different college team projects.
- Was responsible for managing and acquiring sponsors for college gaming fest.