

ASHISH NAIR

GAME PROGRAMMER , VIT

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Education

Vellore Institute of Technology

B.Tech CSE in Gaming Technology

July 2019 – July 2023

CGPA : 8.33

Amrita Vidyalayam Jr.College

Class XII

March 2018 – May 2019

Percentage: 80.92

Amrita Vidyalayam

Class X

March 2016 – May 2017

Percentage: 93.20

Technical Skills

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

Experience

Caden Enterprises

Game Programmer Intern

March 2021 – May 2021

Remote

- Designed and developed 2 hyper-casual games from start to end with the help of my team.
- I was responsible for the UI and button functionality of the games and also was responsible for gameplay mechanics.
- We used Unity Game Engine and C sharp programming language to create and develop the games and Blender and Photoshop was mainly used to create the assets for the game .
- Reported directly to Mr.Suyash Patil, founder of Caden Enterprises. [Certificate](#)

Projects

Kitchen Chaos Game | *Unity Engine, Blender, CSharp*

April 2023

- * Solo-developed the entire game with the best industry practices using design patterns like singleton , MVC pattern
- * Made sure to separate visual elements and logic functions to make the game scalable.
- * 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.
- * [GitHub](#) [Video Demo](#) [Game Files](#)

3D Mini Militia (Online Multiplayer) | *Unity Engine, Blender, CSharp, Photon Networking*

September 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.
- * [GitHub](#) [Video Demo](#) [Game Files](#)

2D Space Shooter | *Unity Engine, Blender, CSharp*

December 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, CSharp , 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, CSharp*

August 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 Devops Fundamentals
- IBM Agile Training
- IBM Design Thinking