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Profile Summary

I'm an aspiring Unity Game Programmer with a strong C# programming background and proficiency in data structures and algorithms. My primary objective is to secure an internship in game development, where I can apply my DSA and programming expertise to enhance gameplay and solve complex problems. My passion for creating captivating gaming experiences fuels my commitment to contribute significantly to your team's innovative projects.

Professional Skills

- Adaptability
- Teamwork
- Strong communication skills, both verbal and written

Relevant Skills

- Programming (C#)
- Unity Editor
- SOLID Principles
- DSA, OOP
- Version Control Systems (Git)

Education

Bachelor of Engineering 2020-current
Electrical Engineering with Specialization in **Electronics**

Courses

Codecademy

- C# Programming.
- Data Structure & Algorithms

Udemy & Coursera

- Basics of Computer Science, OOP
- Unity Game Development
- Design patterns(basics)

Projects

Personal 3D Bus Simulator Game Project

- Developed a 3D Bus game prototype from scratch using Unity, C# and Mixamo (Character Animations).
- Designed and implemented game mechanics, including driving physics and passenger interactions.
- Utilized data structures and algorithms to optimize and make it immersive experience.

Personal 3D Platformer Game Project

- Developed a 3D platformer game prototype from scratch using Unity and C#.
- Implemented character controls, game mechanics, and level design.
- Demonstrated problem-solving skills by optimizing game performance.