

Balram Thakur

SKILLS

Unity Game Engine

C#

Blender

React.js

Python

Java

ADDRESS

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WEBSITE

<https://balramthakur.github.io/GameDevPortfolio/>

INTERESTS

Sketching

OBJECTIVE

As a recent graduate with a Bachelor of Science in Information Technology, I am eager to launch my career in game development. Armed with a solid foundation in IT concepts and a passion for gaming, my objective is to apply my technical skills and creative mindset to contribute to innovative game projects. I am seeking an entry-level position where I can collaborate with experienced professionals, learn new technologies, and actively contribute to the development of captivating gaming experiences. Committed to continuous learning and growth, I aim to become a valuable asset to a dynamic game development team while advancing my career in this exciting industry."

EDUCATION

Bachelor's of Science in Information Technology
Bhavans Collage, Andheri (W.)

WORK EXPERIENCE

Jun 2023 - September

HoneyBadgersCo.

Worked As a Intern Unity Game Developer and 3D Modelling Artist

PROJECTS

1. **Zombie Killer Car (Play Store)**
2. **BattleFront Havoc**
3. **Galaxy Shooter**