Balram Thakur

SKILLS

Unity Game Engine

C#

Blender

ADDRESS

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EMAIL

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WEBSITE

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

INTERESTS

Sketching

OBJECTIVE

As a passionate Unity game developer with a strong foundation in C# programming and a commitment to continuous learning, my objective is to leverage my skills and creativity to contribute to innovative game development projects. I am eager to collaborate with like-minded professionals, contribute fresh ideas, and play a key role in creating engaging and immersive gaming experiences that captivate audiences worldwide.

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. **Dungeon Escape**
3. **BattleGround Havoc**
4. **Galaxy Shooter**
5. **Cube Runner**