BASIL JIJO

Unity Game Developer | Game Design & Level Design

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https://basildevs.github.io/basil-dev/

PROFESSIONAL SUMMARY

Unity game developer focused on game design, level design, and world building.Experienced in creating indie-scale 2D and 3D games that emphasize gameplay ideas,
visual atmosphere, and player experience.
Actively seeking internships, junior roles, or indie game collaborations.

EDUCATION

Bachelor of Computer Applications (BCA)
Srinivas University, Mangalore
Status: Completed

Game Development
BigBoy School of Gaming, Palarivattom

CORE SKILLS

• *Game Design Fundamentals*
• *Level Design & Layout Planning*
• *World Building & Visual Detailing*
• *Player Experience & Game Feel*
• *Unity (2D & 3D)*
• *Scene Setup & Environment Design*
• *Prefab Management*
• *Indie Game Development*

PROJECTS

Gravity Flip — 2D Platformer / Puzzle Game
• Designed a gravity-based gameplay concept
• Planned level layout and player paths
• Focused on world building and visual atmosphere
• Improved overall game feel and player experience
Tools: Unity

Zombie Defence — Tower Defence / Strategy Game
• Designed turret-based defence gameplay inspired by Plants vs Zombies
• Planned enemy wave progression and pacing
• Focused on strategic placement and balance
• Working on environment visuals and clarity
Tools: Unity

LANGUAGE

• English
• Malayalam

DECLARATION

I hereby declare that the information provided above is true and correct to the best of my knowledge and belief. I am eager to apply my skills in game development, learn new technologies, and contribute effectively to creative and interactive projects.