

BASIL JIJO

UNITY GAME DEVELOPER

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PROFESSIONAL SUMMARY

Creative and detail-focused Unity Game Developer with hands-on experience in building 2D and 3D games. Strong focus on visual quality, level design, and polished gameplay presentation. Skilled in creating engaging game environments, balanced levels, and visually appealing mechanics using Unity and C#.

EDUCATION

Bachelor of Computer Applications (BCA) —

Completed
Srinivas University, Mangalore

Game Development

BigBoy School of Gaming, Palarivattom

SKILLS

- Unity Engine
- C# Programming
- Level Design & World Building
- Visual Design & Game Graphics
- Gameplay Systems Implementation

SOFT SKILLS

- Time Management
- Creativity
- Problem Solving
- Adaptability

PROJECTS

Gravity Flip

Fast-paced platformer prototype built around gravity-switch mechanics and precision-based movement.

Tech: Unity, C#

Zombie Shooter

Survival-style shooter game featuring enemy AI, wave spawning, and responsive shooting controls.

Tech: Unity, C#

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.