



BASIL JIJO

Unity Game Developer & Game Designer

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Location: Ernakulam, Kerala, India

PROFESSIONAL SUMMARY

Confident and driven Unity Game Developer focused on creating engaging gameplay experiences. Strong understanding of gameplay mechanics, level flow, and player-centered design. Skilled in rapid prototyping, iteration, and implementing smooth gameplay systems using Unity.

SKILLS

- Unity
- Gameplay Mechanics
- Level Design

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#

EDUCATION

Bachelor of Computer Applications (BCA), Srinivas University, Mangalore — Completed
Game Development, BigBoy School of Gaming, Palarivattom

STRENGTHS

- Confident and self-driven
- Strong gameplay sense
- Creative problem solver
- Quick learner