Beerkamaldeep Singh

Unity Developer

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PROFILE

Passionate Unity Developer with hands-on experience in game development. Skilled in C#, Unity Engine, and problem-solving, with a keen interest in creating immersive experiences. Eager to apply creativity and technical expertise to contribute to innovative projects and grow in the gaming industry.

EDUCATION

Bachelors of Computer Applications (BCA)

2021 - 2024

Guru Nanak Dev Engineering College

Ludhiana, India

Senior Secondary Education (Commerce)

2020 - 2021

TSSM Senior Secondary School

Ludhiana, India

Matriculation Baba Kartar Singh Public School 2018 - 2019

Ludhiana, India

SKILLS

Programming Languages:

C#, JavaScript, HTML, CSS

Game Development:

Unity, Unity Multiplayer Services, Photon PUN2, Ready Player Me, Unity Extensions

Web Frameworks & Libraries:

Bootstrap, LeanTween, DoTween

Tools & Software:

Visual Studio, VS Code, GitHub, Firebase, MongoDB

3D & Design Tools:

Blender, Substance Painter, Photoshop, After **Effects**

Other Skills:

Multiplayer Networking, Game Optimization, UI/UX Implementation

PROFESSIONAL EXPERIENCE

Unity Developer

Internship

06/2024 - present Chandigarh, India

Developing and optimizing interactive environments for a live Metaverse project

using Unity and C#.

PROJECTS

Health Care Website

Source Code(Github)

Tools Used: HTML, CSS, JavaScript

Memory Mobile Game

Solo-Built Memory Game – Designed, Coded, and Engineered from Scratch

Tools Used: Unity, Visual Studio, Github, Firebase

Stick It Right

A Simple UI Nice Game Integrated With Firebase Database

Tools Used: Unity, Visual Studio, Github, Firebase

Millards Diva Army & Millards Robinhood

A Fast-Paced Multiplayer Shooter Featuring an All-Female Squad

Tools Used: Unity, Visual Studio, Github, Unity Multiplayer

Itch Link: https://capable-naiad-ba4bd9.netlify.app/games ∂

INTERESTS

3D Art & Design | Drawing | Travelling | Game Development | Reading

LANGUAGES