BrijeshPal
(9930516388)
Unity Game Developer

palbrijesh2769@gmail.com

Mumbai, Maharashtra   in LinkedIn

Work Experience:

Unity Developer (Universal Phoenix Group)   *(Nov 2023 - April 2024)*

Made multiple **2D and 3D games** (client projects) from Unity:
- As a Game Developer and Level Designer, I will be responsible for conceptualizing, designing and implementing engaging game levels that enhance player experience.
- My role involves collaborating with a multidisciplinary team to develop game mechanics, create interactive environments, and ensure smooth gameplay.
- I will use industry-standard tools and techniques to build, test, and refine levels and immersive gaming experiences.

Unity Game Developer (Diksha Vision LLP)   (May - Present)

Made multiple 3D game (client and own projects) from Unity:
- Developed and Designed multiple game projects including a Bicycle game, Ski game, Wing suit game and Snowboard game, leveraging unity to create engaging and interactive experiences.
- Conceptualized and implemented unique obstacle design and level maps to enhance gameplay and player experience.
- Conducted thorough testing on each level and map to identify and resolve issues, ensuring smooth and bug free gameplay.

Personal Projects:

Ninja Run 3D Game: (Made in 2023)
Develop all 3D Models and animation using Blender.
Add Multiple levels to make an enjoyable game.
Add Spawn from the finish line to come multiple times to destroy the player.
Using game mechanisms like a rigid body, colliders, physics, animator.
Available on a Playstore:
https://play.google.com/store/apps/details?id=com.TheGameHub.RunAway&pli=1

Maze Ball 3D Game: (Made in 2024)
Develop all 3D Model and Environment using Blender.
Add multiple levels to make an enjoyable game.
Add multiple route and teleportation for player to phase difficulty.
Add third person camera to view all route available on level
Available on a Playsotre:
https://play.google.com/store/apps/details?id=com.TheGameHub.MazeBall&pli=1

Dragon Fire Animation(AR):   (Made in 2024)
Using Vuforia SDK, Unity Engine and Blender

Education:
Bachelors in Computer Engineering
Bharat College Of Engineering, Thane | CGPA: 7/10 | July 20 - July 2024

HSC
Ramanand Arya D.A.V College, Bhandup | Percent: 63.6 | March 2020

SSC
Saraswati High School | Percent: 73.8 | May 2018

Technical Skillset:

Game Engine: **Unity (C# scripting, Physics, Audio, Animation, Blender, 3D Modelling)**
Programming Language: **C#**   Version Control System: **Git**
Language: English **, Hindi**

Interest:

Game Developing,Animation, Level Designing