

AYUSH SINGH

Unity Game Developer | Unreal Blueprint Engineer

Game Developer | Unity | AR/VR | Game Design

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Portfolio: <https://gamedevayush.github.io/aboutme/>



Summary

I am a passionate game developer with experience in creating interactive simulations and game projects using Unity and Unreal Engine. My expertise includes 3D modeling, game mechanics, AR/VR development, and educational simulations. I have worked with different teams, delivering projects in gaming, education, and interactive content creation. I enjoy taking on challenges and pushing

Work Experience

Game Developer

Adda247 (May 2023-Present)

Designed and developed 3D simulations for education, focusing on subjects like physics, chemistry, and biology, making learning more engaging through interactive experiences.

Metaverse Developer

Antier Solutions Pvt. Ltd. (May 2022 - Dec 2022)

Created immersive VR experiences within the Metaverse using Unreal Engine, catering to business and educational sectors.

Game Developer

DigiFoc Pvt. Ltd. (Mar 2021 - Mar 2022)

My Projects

Gokuldharm Society: The Roleplay World of Unity

A role-playing game inspired by TMKOC with money, mission, and weapon systems, similar to GTA San Andreas.

YoutuWar: The Multiplayer Combat Game

A multiplayer combat game featuring 12 characters and both single and multiplayer modes.

Unreal's Subway Surfer

A Subway Surfer-inspired game developed with Unreal Engine.

Ring Racer: The Mind Game

A concentration game with increasing speed and a global leaderboard

Music Event Management System

An advanced management system for organizing music events.

Unreal's Pinball Game

A pinball game developed using Unreal Engine.

GamerFleet: The 3D Exploring Game

A 3D exploring game for fans of the YouTuber Gamerfleet (Anshu Bisht).

Gokuldharm Society: The Nightmare Game

TMKOC-inspired game where players find hidden keys and defeat zombies.

Education

B.Tech in Computer Science

Invertis University, Bareilly | 2017 - 2021

Schooling

Radha Madhav Public School, Bareilly

Skills

Unity Engine: 3D game development, AR/VR integration

Unreal Engine: Blueprint

Game Design: Level design, UI/UX, gameplay mechanics

Programming: C# , Blueprints (Unreal)

AR/VR Development: Creating immersive environments

Game Testing: Debugging, performance optimization

Checkout my Portfolio Website for more info