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OBJECTIVE:

To acquire business acumen by working in multifunctional areas across various industries and translate the knowledge thus gained into productive outputs while sustaining the zeal to learn more.

PERSONAL EXPERTISE:

- 1 years experience in Game Development with prominence on **C#, Unity Engine**.
- Experience with **Go programming, C++, Opps, SQL, HTML, rest API**.
- Exposed to onshore-offshore team activities and management and possess excellent communication, interpersonal skills.
- Self-motivated and able to work independently as well as in a group environment with an active team player attitude.

PROFESSIONAL EXPERIENCE:

- I was working on startup called Pixel Engine Studio from October 2018 to November 2019.

PROJECT PROFILES: Cube Runner, Color Switch.

DESCRIPTION:

Developed Cube Runner and Color Switch with five different level.

RESPONSIBILITIES:

- Gathering client requirement, analyzing, providing Time Estimation.
- Develop and maintain codes for game programs.
- Preparing Requirement specification document.

TECHNOLOGY:

C#, Unity Engine.

EDUCATION:

- Bachelor's in Computer Science And Engineering
College of Engineering Bhubaneswar - Bhubaneshwar, Orissa(2013-2017)
- Higher Secondary(12th)
T. P. S. College, Patna - Bihar(2012)
- Secondary(10th)
Jawahar High School, Madhepur, Bihar(2010)

EXTRA-CURRICULAR ACTIVITIES:

- Participated in various Sports activity.

PERSONAL DOSSIER:

Date of Birth : 19-10-1995
Nationality : Indian
Location : Bengaluru
Linguistic Proficiency : English, Hindi

DECLARATION:

I hereby declare that the above information is true and to the best of my knowledge and belief.

Date: 01-06-2020

Place: Bengaluru