Hareesh P

Contact :+91 6282572966

LinkedIn
GitHub
Email

Skills:

- Language   :C#(Intermediate),C++(Intermediate),Python(Intermediate)
- Game Engine   :Unity 3D,Unreal Engine
- Source control   :Git
- Programming Design Patterns:Singleton,MVC,Observer,State,Object Pool,Command

Education:

Degree	Discipline/Board	Institution/school	Passing Year	Percentage/CGPA
BTech	Computer science Engineering	MA college Kothamangalam	2022	7.5
Intermediate Education(12th)	PCM+ Biology, Kerala state Board	St:mary's Higher Secondary School	2017	92
Metric Education(10th)	Kerala Board	St:mary's Higher Secondary School	2015	95

Projects:

BattleTankGame (Unity):A 3D Top Down Shooter Game with Tanks
  - ➢ Implemented MVC architecture for Player,Enemy's and bullets
  - ➢ - Implementation of generic singleton class and generic object pool. Use of scriptable objects for creating different types of tanks. Use of observer design pattern for implementing achievement system.
  - ➢ Implementation of state design pattern for different states of enemy tanks. AI for enemy tanks.
  - ➢ Shooting mechanism for both player and enemy tank.

Chest-System (Unity):(Video)
  - ➢ A chest system where we can generate different types of chest and open then with time or gems
  - ➢ Implemented FSM for chests Stages like locked,unlocking,unlocked and collected
  - ➢ Use of Scriptable objects for creating different types of chests

ScifiRunner (Unity)
  - ➢ Implemented MVC architecture for Player
  - ➢ Implementation of generic singleton class
  - ➢ Level lock system
  - ➢ Use of Scriptable objects for creating different types of Players

Into The Light (Unity 2D) :a Game where you need to stay on the light to heal
  - ➢ created using unity's tilemap system

2D-Platformer (Unity 2D)   :
  - ➢ A 2D platformer Game
  - ➢ created using unity's tilemap system,animation system
  - ➢ Enemy Patrol system,Level lock system

Co curricular Activities:

- Member of IEEE Society
- Core member NetX