HEMANT

GAME DEVELOPER

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SUMMARY

A Passionate Game Developer With Experience in Building Both 2D and 3D Games Using Unity and C#. Skilled in Developing Gameplay Mechanics, Creating User-Friendly Interfaces, and Optimizing Game Performance. Proficient in Game Physics, Scripting, and Visual Effects to Enhance Player Engagement. Strong Problem-Solving Skills and a Focus on Delivering High-Quality, Immersive Games Across Platforms.

TECHNICAL SKILLS

Unity 2D & 3D	C#	Blender
Figma	C++	Inkscape
Photoshop	Github	

EXPERIENCE

Game Designer & Game Tester At Red Panda Games   **Nov 2024 - Present**
- Designed and Created User Interfaces and Layouts Using Figma for Various Game Features.
- Contributed Creative Ideas for Daily Mission Implementations, Enhancing Player Engagement and Retention.
- Led UX Improvements to Streamline User Interaction, Improving the Overall Game Experience.

Game Designer Intern At Red Panda Games   **March 2024 - Sep 2024**
- Created and Implemented Engaging Tutorial Dialogues for the Game "Age of Clashes".
- Designed and Developed Cut Scenes and Dialogues to Enhance Storytelling and Gameplay Experience.
- Identified and Resolved Few Bugs to Improve Game Functionality and User Experience.

EDUCATION

Master of Computer Application (MCA)   **Aug 2024 - Present**
Chaudhary Devi Lal University, Sirsa

Bachelor of Computer Application (BCA)   **Aug 2020 - May 2023**
 Jan Nayak Ch. Devi Lal Vidyapeeth, Sirsa

PROJECTS & CERTFICATIONS

- **Github:** hemantHQ
  - **Drop the Cylinder** (DTC) :- Github , Play Store
  - **Clumsy Chicken** (CC) :- Github , Play Store
  - **City Run** (CR) :- Github , Play Store
- **Portfolio** : Here
- **Certfications**: Unity , Photoshop