

Unity Project Portfolio – Kaviya Sri K S

This document showcases my work completed as part of the Unity Essentials Pathway (non-coding track) and focuses on scene design, layout, UI setup, lighting configuration, and spatial awareness inside Unity Editor.

Main Scene

The main menu features scene selection buttons and a layout that displays Kaviya Sri's name in a clean, centered UI format. This scene demonstrates the work in:

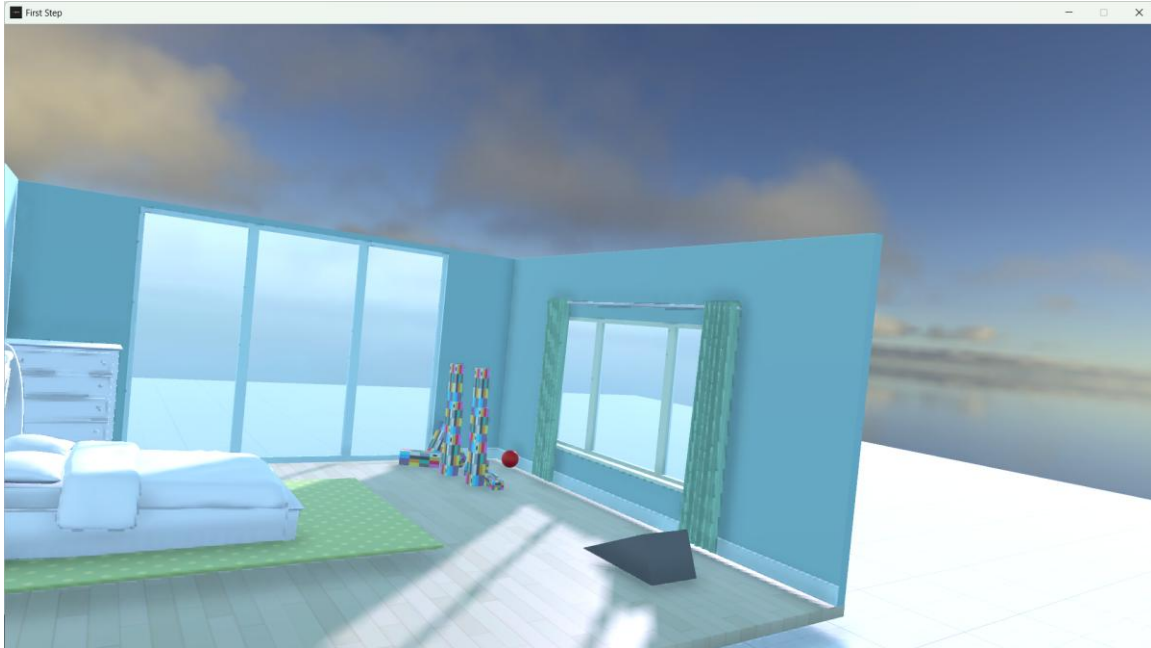
- UI panel design and alignment
- Scene management setup
- Camera positioning for clean presentation



Kids Room Scene

This 3D room is composed with neatly placed furniture, natural lighting from windows, and decorative toys placed precisely using the Unity Editor. It demonstrates:

- Object hierarchy usage
- Lighting direction and shadow control
- Prefab and static object placement



Kitchen Scene

The kitchen is set up with detailed props including utensils, stove elements, and proper ambient lighting to simulate a real indoor atmosphere. Demonstrated skills include:

- Scene composition with theme consistency
- Object scaling and distance balance
- Light and shadow play for immersion



Playground Scene

An open playground layout with low-poly assets and a code entry UI overlay shows the diversity of interactive and static environment creation. Demonstrated:

- UI component (Input Field) integration
- Camera top-down framing for level design
- Outdoor lighting and prefab management



Summary

This portfolio highlights my ability to build, align, and test scene compositions inside Unity without using code. As a QA Engineer transitioning into game testing, I've gained valuable insight into the Unity Editor's workflows, enhancing my debugging, UI validation, and scene inspection skills.