

KIRAN KRISHNAN | GAME DEVELOPER

Kerala, India | +91 8086502400 | kirankrishnan2k16@gmail.com

PROFESSIONAL SUMMARY

Passionate and skilled game developer with a commitment to continuous learning. Team player with versatile skills, dedicated to enhancing game performance and contributing technical expertise to the gaming industry. Excited newcomer ready to embark on the journey of game development.

CORE COMPETENCIES

- ✓ Programming languages - C, C# and Java
- ✓ Mobile platform development
- ✓ Unity 2D and 3D development
- ✓ Game design principles and optimization
- ✓ Version control - Git and GitHub
- ✓ Test driven development
- ✓ Coding skills - OOP
- ✓ Source control

PROFESSIONAL EXPERIENCE

Brototype, Kochi

Game Developer | 02 February, 2023- Present

- It's a self-directed educational platform employs a weekly assignment. Participants receive specific tasks with time limits, assessed weekly by experienced professionals. It promotes self-guided learning, enabling individuals to gain expertise in specific subjects through task completion.

RELEVANT PROJECTS

Car Parking

This Android game provides players with a challenging task: parking a car within a set time limit, while also offering the opportunity for leisurely free driving.

- Wheel Collider
- Pro-builder
- Ciine- machine
- Score System
- Observer Pattern

2D Platform Runner

This is a 2D gaming experience wherein players traverse diverse platforms, employing strategic evasion techniques to overcome obstacles and adversaries in order to achieve victory.

- Object Pooling
- Score system using Player Perfs
- 2D Physics
- Audio manager using Singleton class

Infinite Runner

It is a game inspired by Temple Run, allowing players to navigate horizontally, perform lateral movements, and execute jumping actions to evade obstacles.

- Character controller
- Randomly Instantiate and Delete Prefabs

Third Person Shooting

Interactive gaming experience with player freedom to navigate and neutralize hostile entities for victory.

- Terrain
- Character Controller
- Ray cast for Player & Enemy
- Nave mesh & Nave mesh Agent For Enemy AI
- Ragdoll physics
- Cinema chine
- Timeline Wheel Collider

CERTIFICATION

Game Design and Development with Unity 2020 Specialization

References Provided upon request