KHUSHBOO GUPTA

Unity Developer - 2D/3D game developer - AR/VR developer - UI Designer

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Experienced game developer based in Delhi. Have worked on 2D and 3D games. Bagged positions in few hackathons including Unite India 2019 and conducted workshops on game development as an Unity student Ambassasador.Impacted 100+ people in their game development journey.

PROJECTS

1. **ViDoor –(Work in progress)**
   An AR indoor navigation app where verified user will be able to create a map of their building and visually see it in 3D and all the other users can access that map if near that area. It is build on Unity and ArCore with data server as Firebase.
2. **Locked-OUT(Work in progress)**
   VR message driven puzzle game where player gets locked outside his house and someone trapped inside ,guides him to enter into the house through clues.Player can adjust the game environment according to his comfortability.It is build on Unity and Tesseracts Mixed Reality SDK.
3. **Snowy Laws(Internship at Stellenar Pvt Ltd.)**
   2D side scroller mobile game having both endless mode and challenge mode with simple controls like jump and slide..In this game player has to interact with bots and vehicles to complete the tasks which are mandatory to qualify the level.
4. **Color Pencil (Internship at Intellisense Pvt Ltd.)**
   It is Level mode and endless mode 2D mobile game Inspired by Color Snakes by ketchapp,build complete game in a month in the guidance of a mentor.

COURSES

1. **Game Design and Development specialization by Michigan State University** May 2020 -Present
2. **Algorithms Part I by Princeton University**   June 2020 -Present
3. **Multiplayer FPS by Brackeys(backed by Unity)**   April 2018-May 2018
4. **Tower Defence by Brackeys(backed by Unity)**   May 2018-July 2018

EDUCATION

1. **Engineering from Bhagwan Parshuram Institute of Technology specialization in CSE**
   CGPA-9.02
2. **Schooling from Bal Bharati Public School**
   Class 12th-92.5 Percentage
   Class 10th-10 CGPA

SOFTWARE

1. Unity   2. Adobe Photoshop   3. Blender   4. Adobe Illustrator

ACHIEVEMENTS

1. 2nd runner up position at Unite India hackathon'19 from 400+ entries
2. 2nd position at JIIT Game-a-thon
3. Game development mentor at IOSD BPIT
4. Impacted 100+ students in unity Game Development
5. Led a team of 15 people
6. Designing student assistant at Teach India for 1 year