

# KHUSHBOO GUPTA

## Unity Programmer

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India

## LINKS

Portfolio

<http://khushboogupta17.ga>

Github

<https://github.com/khushboogupta17>

Linkedin

<https://linkedin.in/in/Khushboogupta17>

## SKILLS

Unity2d, Unity3D, C#, Github, ARcore ,  
ARFoundation, firebase, SQL, C++,  
Shadergraph, Photoshop, Illustrator,  
Blender

## EDUCATION

Computer Science BTECH

(June 2017-June 2021)

CGPA-9.02

## COURSES

1. Introduction to Game Developemnt  
by Michigan State University  
May 2020 -July 2020
2. C# Survival Guide on Unity Learn  
August 2020 -December 2020
3. Multiplayer FPS by Brackeys(backed  
by Unity)  
April 2018-May 2018
4. Tower Defence by Brackeys(backed  
by Unity)  
May 2018-July 2018

## SUMMARY

Experienced game Programmer having tried hands in 2D ,3D and AR games. I have worked on advance C# concepts like scriptable objects, delegates and design patterns. I have knowledge of various data structures and have implemented dialogue systems, puzzle creation from environment and runtime mesh generation system.

## EXPERIENCE

### 1. ViDoor (Personal Project)

*December 2019-December 2020*

An AR indoor navigation app implementing concept of graphs and shortest route from source to destination. It was a team project where I led the team and created the runtime graph creation functionality and storing it in firebase for future access.

### 2. Don't Lose... (Personal Project)

*(October 2019 – December 2020)*

AR message driven puzzle game where player gets locked outside his house and someone trapped inside .guides him to enter into the house through clues. I worked on Animator Controller extensively for animations and created puzzles from environment. Here You can watch the little clipping [here](#)

### 3. Snowy Laws(Internship at Stellenar Pvt Ltd.)

*June 2019-August 2019*

2D side scroller mobile game having both endless mode and challenge mode with simple controls like jump and slide. Here I implemented Object Pool design pattern to randomly generate obstacle at fix intervals .Uploaded on [playstore](#).

### 4. Color Pencil (Internship at Intellisense Pvt Ltd.)

*March 2019 – April 2019*

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. Here I implemented Object Pool design pattern to randomly generate obstacle of different color .Have a look [here](#).

### 5. Spherothon (Internship at International Organization of software developers)

*Dec 2018 – Jan 2019*

Spherothon is a 3D mobile casual game available at google playstore.It has simple controls of right and left swipe to cross the levels.A game with a simple theme keeps on getting challenging after every three levels. Uploaded on [playstore](#).

## ACHIEVEMENTS

1. 2<sup>nd</sup> runner up position at Unite India hackathon'19 from 400+ entries
2. Won 5+ Hackathons with more than 200 entries
3. Awarded Grace Hopper Celebration India student scholarship 2020
4. Game development mentor at IOSD BPIT
5. Impacted 100+ students in unity Game Development
6. Led a team of 15 people
7. Designing student assistant at Teach India for 1 year