

KHUSHBOO GUPTA

Unity Programmer

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India

LINKS

Portfolio

<https://khushboogupta17.tech/>

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. 2nd 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