

KHUSHBOO GUPTA

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

Location: Delhi

Phone No: 9871330054

khushboofromindia@gmail.com <https://github.com/khushboogupta17> <https://linkedin.in/in/Khushboogupta17> <http://khushboogupta17.ga>

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 Ambassador. Impacted 100+ people in their game development journey.

PROJECTS

1. ViDoor -(December 2019-December 2020)

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. Don't Lose...(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. Player can adjust the game environment according to his comfortability by the edit options available. It is build on Unity and ARcore.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.In this game player has to interact with bots and vehicles to complete the tasks which are mandatory to qualify the level.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.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](#).

COURSES

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| 1. Game Design and Development specialization by Michigan State University | May 2020 -Present |
| 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 |

EDUCATION

1. BTECH from Bhagwan Parshuram Institute of Technology specialization in CSE

(June 2017-May 2021)

CGPA-9.02

2. Schooling from Bal Bharati Public School

Class 12th-92.5 Percentage

SOFTWARE

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| 1. Unity | 2. Adobe Photoshop | 3. Adobe Illustrator |
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ACHIEVEMENTS

1. 2nd runner up position at Unite India hackathon'19 from 400+ entries
2. 2nd position at IIIT Game-a-thon
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