Contact

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Address
South Delhi, India

Education

Bachelor of Computer Applications
09/2019 - 05/2022   80%

Master of Computer Applications
03/2022 - present   80%

Skills

- Unity, C#
- C++ , Data Structure
- OOPS concept
- Spark AR, Google AR, Vuforia
- Ads (google and unity)
- Github
- Photon (Beginner)
- Design Patterns

Koushik Roy
Game / AR / Unity Developer

As a Unity and AR Developer with over 1 year of experience, I am passionate about creating innovative and engaging experiences that push the boundaries of technology. I am always looking for ways to stay up-to-date with the latest technologies and techniques in the field, and I enjoy exploring new ideas and approaches to development.

Experience

09/2022 – present
Unity Developer

DJ Interactive Labs Pvt. Ltd. Noida, India
- working on various AR experience
- worked in interactive games, apps for events and company
- have experience with Kinect
- using sockets and firebase created a application product

07/2022 – 08/2022
Intern Unity Developer

Hapz Software Solution Pvt. Ltd, Noida, India   **2 Months**
- worked on 2D platformer game , created multiple levels
- the difficulty level increases according to the player progression
- using unity physics system created player movement and player interaction with obstacles, collectibles for score system, implemented other feature
- worked on a 2D multiplayer based game and learned photon
- worked as a tester in a 3D simulation game and helps in bug finding

07/2021 – 12/2021
Intern Unity Developer

Mitambi Solutions, Delhi, India   **6 Months**
- worked on multiple 2D casual and 3D hypercasual gameplay mechanics from scratch and implemented new mechanics on existing game.
- implemented UI system of games
- build a login system with firebase (google, email and email authentication)
- implemented google and unity ads mediation on different games.