CONTACT

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Portfolio
https://koushik22roy.github.io/portfolio/

Address
South Delhi, India

EDUCATION

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

Master of Computer Applications
03/2022 - present   (online)

SKILLS

- Unity, Meta Spark
- C#, C++ , Data Structure
- OOPS concept
- Spark AR, Google AR, Vuforia ,
  Niantic Lightship, Snap AR
- Ads (google and unity)
- Github
- 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 the development.

EXPERIENCE

12/2022 – 06/2023
UNITY DEVELOPER
Digital Jalebi Labs Pvt. Ltd. Noida, India   7 Months

- working on various AR experience
- worked in multiple games, apps for events
- have experience with Kinect and Lidar
- using sockets and firebase created an application.
- used AR SDK Niantic Lightship, AR Foundation , Snap AR, Vuforia

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.