

# NISHA VERMA

## Software Developer

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## SUMMARY

I am a dedicated software professional with over 8.5 years of experience in software development. I have honed my skills in Unity, C#, WPF, Avalonia, AR & VR contributing to numerous successful projects, including popular games on the Playstore. My goal is to leverage my technical expertise to create innovative software solutions, continuously improving my skills and embracing new challenges within the industry.

## EXPERIENCE

### Sr. Software Developer / Unity Developer

#### Various Companies

📅 06/2015 - 09/2023 📍 Lucknow, Jaipur, Bengaluru

Various experiences as a Software Developer, specializing in Unity, C#, WPF, Avalonia.

- Having 8.5 years of total experience as Software Developer.
- Currently working as Freelancer.
- Worked as Sr. Software Developer in BK Software Services India Pvt. Ltd. from 10/2020 to 09/2023.
- Worked as Unity Developer in BlockGemini from 01/2020 to 09/2020.
- Worked as Unity Developer in NukeBox from 10/2020 to 12/2020.
- Worked as Unity Developer in Br Softech Pvt. Ltd. Jaipur from 06/2017 to 05/2019.
- Worked in Jblinks Pvt. Ltd. Lucknow from 06/2015 to 05/2017.

## PROJECTS

### Various Games and Apps

Diverse game and app development projects focusing on various genres and platforms.

- Currently working on a Puzzle game - WORD DIGIT.
- Developed WORD TRAIL solely.
- Worked on Poker Game with 4Poker.
- Involved in Racing and Adventure games.
- Engaged in Augmented Reality and Virtual Reality projects.
- Contributed to Kung Fu Panda3 Android game.
- LudoTrophy - Modules name are - Computer Mode, Local Mode, Online multiplayer and Teamup(with friends ).Here I used Photon for multiplayer
- Worked on UI for Slot games.
- Trevor Pro Wheel Chair Stunt - Used Car Physics.
- Fruit Slicer 3d- Its regular Fruit ninja cutter type game.
- Christmas Gift Parcel 3d - Developed 3d car game, where santa is driving the car loaded with gifts around the city model and on the gate of every house he drops one gift. Car physics is used for driving.
- Animal Bubble Shooter - Reskinning done
- Holi Hai - Worked on the gameplay where player have to collect the balloons and splash on other players without loosing own life.
- Developed multiple apps including Gold cube and Flat demo Apps.
- Participated in the Government Project (IWMP – Indian Water Management Program).
- Released games on Playstore such as Helical Jump, Crossing Gaps Hero, and others.

## TRAINING / COURSES

### Udemy course of C# concepts

## EDUCATION

### B. Tech (C.S.E.)

#### BBDNITM Lucknow

📅 08/2011 - 05/2015 📍 Lucknow, U.P.

### Intermediate

#### K V OCF No 2 Shahjahanpur

📅 08/2008 - 05/2010 📍 Shahjahanpur, U.P.

### High School

#### K V OCF No 2 Shahjahanpur

📅 08/2006 - 05/2008 📍 Shahjahanpur, U.P.

## SKILLS

C#    Unity    Avalonia    WPF

AR/VR    UI Development

Game Animations

Multiplayer Games/Apps    OOPS

## STRENGTHS



### Problem Solving

Strong problem-solving skills and proficiency in game development.



### Project Management

Ability to work independently and manage projects successfully.

## KEY ACHIEVEMENTS



### WORD TRAIL Game

Developed the entire WORD TRAIL game solely, showcasing my ability to manage and execute a large project independently.



### Playstore Games

Contributed to several games published on Playstore, demonstrating my programming skills in real-world applications.

## PASSIONS



### Game/Apps Development

Enthusiastic about developing games/apps and utilizing the latest technologies in coding.