

Paras Kukreja

Unity Game Developer — C# Programmer — 2D Games

paraskukrejagames@gmail.com | [GitHub](#) | [Itch.io](#) | [LinkedIn](#) | [Portfolio](#)

Profile

Passionate Unity game developer specializing in 2D gameplay systems, grid-based mechanics, and responsive controls. Experienced in writing clean, optimized C# code to build engaging gameplay loops, interactive UI systems, and cross-platform WebGL, PC, and mobile games. Continuously improving skills in performance optimization, AI-driven behaviors, and dynamic game systems.

Skills

Unity 2D

C# Programming

WebGL Games

UI Canvas Systems

Mobile Input

Game Systems & Mechanics

Projects

Magic Snake 2D

Modern snake game with grid-based movement, animations, mobile controls, and WebGL deployment. [Video Demo](#). [Source Code](#).

Robo Strike (Ongoing)

Robo Strike combines 2.5D platforming with fluid combat, enemy AI behavior, and power-ups to create a fun and challenging action experience.

Education

B.Tech (Computer Science and Engineering), 2023 – Present

Amity University Chhattisgarh, Raipur

Strong fundamentals in programming, game development, and software engineering.

Higher Secondary Education, 2021 – 2023

Specialized in Physics and Mathematics.