PROFILE

Unity Developer with handful 2.10 years' Experience. Looking For a role as a developer well-versed company and make a good quality product.

CONTACT

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SOFT SKILLS

- Innovative Thinking
- Expressive

TECHNICAL SKILLS

- C#
- Visual Studio
- Unity Engine
- AWS
- Playfab
- PUN server(chat)
- Vuforia
- JSON
- Postman (Rest API)
- Google Play Console
- Shopify

ROMI KUMAR

UNITY3D PROGRAMMER & DEVELOPER

WORK EXPERIENCE

Boticx Labs - Unity3d Application Developer
October– 2019 - Present

Ananta Games – Unity Developer
January 2018– September 2019

Responsibilities:

- Work with Unity Engine for develop 2D/3D games.
- Familiar to develop an attractive user interface with animation.
- Design, build and maintain efficient reusable and reliable code.
- Knowledge of 2d, 3d, animation.
- Strong understanding of playfab sdk, integration with unity & call playfab API.
- Collaboration with the art and design department to improve gameplay features and final game output.
- Connecting directly with clients to understand and solve game mechanics.
- Knowledge of Aws s3 bucket uploading 3D object, downloading from that server.

PROJECTS:

Company Projects:

- UPick- Created an iPhone/Android game in which user can customize from 3 to 12 option wheel to try his daily luck by spinning the wheel.

- Tellatallo- A story-based storytelling game in which can change the story, through AI. (Role: Backend support like Login, Leaderboard, Cloud Script, in-app game purchases system, Chat system, Multiplayer system using photon).

- Tejas AR app- Using Vuforia package through made 3D model train with tejas simulation for android application.

- E-Pet- This is the ecommerce application where user can view in 3D mode (Virtual trial room). In this app pet dimension getting by the AI.

- Train Simulation- Here we had used some unity physics through get real time train mechanism run train on track.

Personal Projects:

- AR (Image detection) - Created an Android app AR app in which models are placed after image detection and user can change between 3 models and can play their animations (Vuforia Image Detection). [AR APP](#)

- Jumper- Created a game in which player jumps from point-to-point User can even customize his/her game grid at runtime. [Jumper app](#)

Unity Engine Experience:

- Writing serialization or deserialization for javaScript Object Notation (JSON) to transporting in c# object.
- Argument Reality (Image detection, 3D object detection).
- Custom Rest Api calling in c#.
- There are multiple components like Collider, Physics integrate on own app.

EDUCATION

Bachelor of Computer Application (BCA)

Sirifort College of Computer Technology and Management

Affiliated with Guru Gobind Singh Indraprastha University, New Delhi

August 2013 to May 2017

Passed with 57.53

Senior Secondary Examination (10+2)

Madhepura Inter College, Madhepura

(BSEB), Patna, Bihar

July 2011 to May 2013

Passed With 68.8%

Secondary Examination (10th)

Mauzi Lal Bhagat High School, Kashnagar

(BSEB), Patna, Bihar

July 2010 to May 2011

Passed With 47.4%