Prashant Singh
Game Developer

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Very passionate about making video games. Currently working on Casino Slot kinds of games for Real Casino shops and also for smartphones with Admin Controlled Winnings and Losings. I want to make my own video games for PC and Consoles.

WORK EXPERIENCE

Game Developer
Yudiz Solutions Pvt. Ltd.

07/2015 – Present   *Ahmedabad*
Games and Apps development Company

Achievements/Tasks

- Planet Sweep Casino: A casino slot game containing 25 different themes for real shops in Florida for real money gambling controlled by Admins. ⤢
- Vegas Slots: A Casino slot game for Smartphones with Jackpot wheel and Scratch card and Dice game as bonus. ⤢
- Slot Magic Spin : A Simple Casino game for smartphones. ⤢
- All Booked Up : Simple Hotel rooms booking game. ⤢

Intern - Game Developer
Yudiz Solutions Pvt. Ltd.

01/2015 – 07/2015   *Ahmedabad*
Games and Apps Development Company

Achievements/Tasks

- Bottle Ninja 3D : Two ninja's fighting in a bar player has to dodge the bottles thrown by the enemy ninja. ⤢
- Martian Jump : A Endless doodle jump type game. ⤢
- Space Zoom : 7 Levels and boss fights with power ups. ⤢
- Casino Slots : First Casino slot game I worked on as trainee. ⤢

PROJECTS

T.H.I.S. (12/2015 – 02/2016) ⤢
- Best project me and my friend created.
- Puzzle Game with minimal graphics
- Downloaded more than 100k on both Android and Windows Phone

Planet Sweep Casino (08/2016 – 09/2017) ⤢
- 25 Themes Casino game.
- Real casino shops for the client in Florida.
- One of the Biggest and Most Complex Project of the company.
- Admin controlled Winnings and losings.

Gods of Legends (04/2015 – 08/2015) ⤢
- Massively Multiplayer Game
- Clash of clans and Heroes of might and magic hybrid

Script Manager [Editor Scripting Unity3D] ⤢
- To manage all scripts in opened scenes.
- Click on script name in the window and it selects the script containing Game Objects.

SKILLS

`Editor Scripting` `Game Design`

`Third Party Services Integration`

`Adobe Illustrator for basic designs`

`Basic knowledge of Android Studio`

ACHIEVEMENTS

Steam Greenlight (07/2016 – Present) ⤢
T.H.I.S. was successfully greenlit on steam made by me and my friend Harshit Dubey.

EDUCATION

B.E. in Computer Science (2011 – 2015)
Saffrony Institute of technology, Mahesana

INTERESTS

`Playing Video Games` `Music` `Movies` `TV Shows`

`Making Video Games`