

Midhun Babu

UNITY GAME DEVELOPER

PROFESSIONAL SUMMARY

- Proficient Unity 3D developer with expertise in 2D and 3D game development.
- Strong skills in C#, Cinemachine, performance optimization, and clean code.
- Extensive experience in designing, developing, and optimizing games.
- Effective problem solver and team player with a passion for creating immersive gaming experiences

PROJECTS

[KillZone \(2D Platform runner game\)](#)

[GitHub](#)

2D game with a concept similar to Killer Bean, where the player's objective is to eliminate enemies and escape from the location.

- Way point based moving Enemies
- Audio manager using Singleton pattern
- Playerprefs for updating highscore
- Utilized 2D physics simulation, raycasting, tile mapping, Sprite

[King of Town \(FPS Shooting \)](#)

[GitHub](#)

Transforming an open-world shooter game with a simple cutscene into a zombie-themed game with an interesting

- Player shooting mechanism using Raycasting
- Navmesh based enemy movement
- Unity Timeline for making intro cutscene
- Ragdoll physics for enemy death
- Minimap using Render texture
- Character Animation, Blend Tree

[Zee parking \(Parking Simulator Car Game\)](#)

[GitHub](#)

3D car parking game that challenges players to park cars within a specified area before the time runs out

- Vehicle physics achieved using Unity wheel colliders
- Earn coins Using Level Bonus and Time Remaining
- PlayerPrefs for updating high score

[2048 Game \(2d Bord Game\)](#)

EDUCATION

[Unity Game Development](#)

Brototype, 2024 - Present

[Higher Secondary](#)

GHSS, 2021 - 2023

LANGUAGES

- **English**, Proficient
- **Malayalam**, Native

ACKNOWLEDGEMENT

I hereby declare that all the information furnished above are true and correct to the best of my knowledge

CONTACT

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LINKS

 [Portfolio](#)

 [LinkedIn](#)

 [iTech](#)

 [GitHub](#)

TECHNICAL SKILLS

Programming Languages:

- C#
- C
- Java

Unity 3D Development:

- 2D and 3D Game Development
- Performance Analytics
- UI Updates
- Environments
- Cinemachine
- Animator Controller, Animations
- Audio Manager
- Navmesh
- Unity Timeline
- Character Controller
- Wheel Colliders
- Tilemapping
- Particle Systems
- Pipelines
- Obeserver Pattern

Game Design Principles & Optimization Skills

- Occlusion Culling
- Light Baking
- Texture Compression
- Sprite Atlas
- Object Pooling
- Unity Profiler
- Static Batching
- Dynamic Batching
- Advance Scripting

Coding Skills:

- UnityEvents and Actions
- Scriptable Object
- Advance scripting Object-Oriented Programming (OOP)

Version Control:

- Git
- GitHub

- Mobile Game Development

Mobile Platform Development:

[Checkout](#)
[MyPortfolio](#)