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)

2D game with a concept similar to Killer Bean, where the player's objective is to eliminate enemies and make their 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

Zee parking (Parking Simulator Car Game)

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)

In a 2D board game created in Unity, a puzzle game where players need to match tiles of the same value to create spaces between them. If there are no free spaces available and no adjacent tiles with matching values, the game will be over."

Brick breacker Game

My first Unity game is a classic brick breaker game. Players control a paddle to bounce a ball and break bricks. The game includes a life system, destroy effects for broken bricks, and multiple levels for increasing difficulty.

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
•Unity Play   •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