

## 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 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

### Z Street (Third Person 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
- Terrain creation in unity

### Driving Master (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

## EDUCATION

### Unity Game Development

Brototype, 2023 - Present

### Bachelor of Commerce

University of MG, 2019 - 2022

### Higher Secondary

Model High School, 2017 - 2019

## 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

[• LinkedIn](#) [• itch.io](#) [• 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
- Splines

### 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 Platform Development:

- Mobile Game Development