

# Srijal Yadav

Bengaluru, India | srijaly18@gmail.com | 9151624536 | srijalyadav.itch.io | srijal-yadav-01b897303  
srijal-yadav

## Professional Summary

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Passionate and dedicated Unity game developer with hands-on experience building games. Proficient in implementing game mechanics, UI systems, and visual design with tools such as Unity and Canva. Completed a fully functional solo-developed 2D game and is currently working on another project, demonstrating a strong foundation in problem solving and game logic. Interested in self-driven learning and collaboration.

## Education

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**Jain University**, Computer Science and Engineering

Sept 2022 – June 2026

- CGPA: 7.0/10.0

## Experience

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**SENIOR BUSINESS DEVELOPMENT MANAGER**, AIESEC In Bengaluru, Bengaluru, India

Feb 2025 – Jul 2025

### Responsibilities:

- Managing Marketing
- Managing Cross- Sales

**ENGAGEMENT MANAGER**, AIESEC in Singapore, Singapore, Remote

Sep 2024 – Feb 2025

### Responsibilities:

- Creating a campaign that attracts people for products
- Help with marketing education

**SENIOR MARKETING MANAGER**, AIESEC In Bengaluru, Bengaluru, India

Apr 2024 – Feb 2025

### Responsibilities:

- Managing the marketing initiatives for AIESEC's product portfolio
- Managing University relation with various colleges across Bengaluru

**JUNIOR MARKETING MANAGER**, AIESEC In Bengaluru, Bengaluru, India

Feb 2024 – Apr 2024

### Responsibilities:

- Worked in the field of Content Development
- Conducted market research to identify new opportunities and target markets.

## Projects

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### Squirrel Dodge

- a 2D offline casual game where a squirrel dodges falling blocks to score points
- Implemented player controls, collision detection, score system, and difficulty scaling
- Tools Used: C#, Visual Studio, Canva, Unity(Engine)

### Air Strike

- A 3D action-based arcade game where the player controls a spaceship to destroy enemies
- Implemented player controls, collision detection, particle effects using Timeline, and game physics
- Tools Used: C#, Visual Studio, Canva, Unity(Engine)

## Technologies

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**Languages:** C#

**Tools:** Visual Studio, Git, Unity(Engine), Blender (3D modeling), Canva (UI design assets)

**Game Features:** Game Animation, Game Physics, AI Systems, NavMesh, Timelines UI/UX, Prefabs