

Srijal Yadav

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srijal-yadav

Professional Summary

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

Jain University, Computer Science and Engineering Sept 2022 – June 2026
• CGPA: 7.0/10.0

Experience

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

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

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