

Vishal Yadav

Unity Developer

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Objective

As a passionate and dedicated individual aspiring to establish a career in Unity development. I bring a fresh perspective, coupled with a strong foundation in programming fundamentals. I am excited about the prospect of contributing my skills and learning from seasoned professionals to make meaningful contribution in the realm of Unity development.

Experience

- **Abhiwan technology pvt ltd** 17/07/2024 - Present
Unity Developer
- **Abhiwan technology pvt Ltd** 13/05/2024 - 13/07/2024
Intern Unity Developer

Education

- **National Board Of Computer Education** 23-2024
PGDCA
A
- **Sharpener tech** 2022-23
Full Stack Web developer
- **Skyline Institute Of Engg. & Technology ,AKTU, Lucknow (U.P)** 2015-19
B-tech
A
- **Kendriya vidyalaya sangathan Jhansi (U.P)** 2014
Intermediate

Skills & Technical Skills

- C#, Unity 2D, Unity3D, Photon , Working Knowledge Of Node , Working Knowledge of Blockchain (Using Nfts)
- Observation, Decision making, Communication, Multi-tasking

Projects

- **Client Project - Bankopoly**
It is dice board game. Where player will roll the dice to move around the board. The board contains four factions and four battle zones. When we spawn our player. Player land on tile in the game and they can purchase the tile and pay rent cost for tile
- **Kitchen Configurator**
Its a 3D Kitchen Working Model. Where user can experience real kitchen layouts, ambience, lighting in realistic way. User can change models and textures according to their choice.
- **Tic-tac-toe Game**
Developed a real time multiplayer Tic-tac-toe game using Photon Unity Networking (PUN), Implementing raise events and synchronisation for seamless player interaction.
- **Bouncing ball game**
Created a physics-based Bouncing ball game in unity, featuring realistic physics interactions and responsive controls.
- **FPS Shooter game**
Designed a multiplayer FPS shooter game using Photon, featuring immersive environments, Implementing raise events and using guns in fps mode.