



VINIT KUMAR

GAME PROGRAMMER

📍 india

🔗 weevinit.github.io

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I am a Game developer and programmer. Being from a Mechanical Engineering background enhances my physics and realistic game programming approach. Fueled by my love and passion for creating immersive gaming experiences.

EDUCATION

BTech in Mechanical Engineering

BPMCE | 2024

SKILLS

- Unity 2D & 3D
- C#
- C++
- Visual Scripting
- Problem solving skills
- Blender
- Adobe photoshop

REFERENCE

Prof. Raj Kumar

Assistant Professor, CSE | BPMCE
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EXPERIENCE

Freelance

CCG | July 2023

- Card Based game. Making game with given assets and creating enemy AI.

8 ball pool | July 2023

- Creating multiplayer 8 Ball pool games. Including art, model, sound and all.

External Partner

Terra | may 2023

Whack - A - Things | may 2023

- Create game play using visual scripting, terra studio and provided nodes.
- game UI physics, Mole behavior
- Co-ordinating with team for bugs and solutions.

Personal Projects

Game Jams and personal | 2021 - Present

Scape the Death | April 2023

- In R&D phase
- Using photoshop and Blender for concept art.