



# VINIT KUMAR

## GAME PROGRAMMER

india

[weevinit.github.io](https://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
- Blender
- Adobe photoshop
- C#
- C++
- Game Programming
- Game Design
- Game Mechanics
- Visual Scripting
- Problem solving skills

## REFERENCE

**Prof. Raj Kumar**

Assistant Professor, CSE | BPMCE  
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## EXPERIENCE

### CodingZen

Jan 2024 - Present

Teaching Assistant Unity Game Dev Specialist

### Codalaya Er Works

Aug 23 - Present

Game Developer

### Freelance

8 ball pool | July - Oct 2023

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

CCG| July 2023

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

Whack - A-Things | may - June2023

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