VINIT KUMAR
GAME PROGRAMMER

india

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🔗 weevinit@gmail.com

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
- Figma
- C#
- C++
- Game Programming
- Game Design
- Game Mechanics
- Visual Scripting
- Problem solving skills

REFERENCE

Prof. Raj Kumar

Assistant Professor, CSE | BPMCE
nit.er.raj@gmail.com
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EXPERIENCE

CodingZen

Jan 2024 - Present
Teaching Assistant Unity Game Dev Specialist

Codalaya Er Works

Aug 23 - Jan 24
Game Developer
Feb 24 -present
UI/UX designer

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.