

 PROFILE

I build full 3D game play experiences in Unity/C#, from prototype to vertical slice — combat systems, NavMesh AI, physics interactions, procedural generation, and player controllers. My flagship project, **The Timber Curse**, is a dark-fantasy survival adventure with time-travel mechanics, dynamic day/night cycles, NPC dialogue, and multi-scene progression. I've also shipped arcade-action titles and multi-game hub experiences across genres.

 TECHNICAL SKILLS

Technologies/Frameworks

Unity 6, Blender, Mixamo, C#, Visual Studios, Git VS

Skills

Data Structures and Algorithms, Problem-Solving, Leadership, Curious

 CERTIFICATES

- Unity Junior Programmer
- Unity Essentials

 PROJECTS

Timber Curse | Unity 6 | C# | URP | 3D Dark Fantasy Survival Adventure

09/2025 – 11/2025

- Built a complete playable vertical slice around a cursed forest trapped in a temporal loop, spanning the 1500s, 1700s, and 1900s with seamless scene transitions and persistent player state.
- Designed **NavMesh-based enemy AI** using a finite-state machine (Idle, Run, Walk, Aim, Dead) for responsive, believable combat behavior.
- Developed physics-based crossbow combat with ballistic arrow projectiles, aiming, firing, reload mechanics, and enemy ranged attacks.
- Layered in dynamic day/night cycles, **NPC dialogue**, a map system, health/medkit mechanics, and atmospheric multi-scene exploration.

Heist Sprint | Unity 6 | C# | URP | 3D Arcade Action / Survival

08/2025 – 09/2025

- Developed a time-attack survival game spanning **six playable levels** with character selection and progressive difficulty.
- Implemented player movement, sprinting, jumping, **dash mechanics, recoil physics, and dynamic camera switching** between third-person/first-person and top-down perspectives.
- Implemented health, damage feedback, collectible progression, countdown timers, pause systems, and level win/loss states.
- Used ScriptableObjects for character-specific data and implemented a reusable multi-character architecture.

Gaming Hub | Unity 6 | C# | URP | Multi-Game Arcade Hub

06/2025 – 07/2025

- Developed a 3D arcade hub connecting multiple independent gameplay experiences through an interactive central environment.
- Implemented four playable modules: **Shooting Arena, Endless Runner, Procedural Maze, and Vehicle Showcase**.
- Built a **procedural maze generator using randomized Depth-First Search (DFS)** with traps and exit conditions.
- Integrated vehicle physics and multi-scene gameplay transitions through a hub-and-spoke architecture.

 EDUCATION

Lovely Professional University

Computer Science and Engineering - CGPA: 8.12

2023 – 2027

Jalandhar, Punjab

Kendriya Vidyalaya

12th with Science - Percentage: 73.90

2022 – 2023

Haridwar, Uttarakhand

Kendriya Vidyalaya

10th with Science - Percentage:88.0

2020 – 2021

Haridwar, Uttarakhand