

VIVEK KUMAR

Game Developer

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EXPERIENCE

BYJU'S | Game Developer

Jan 2021 - Present, Bangalore

- Responsible for making interactive 2D/3D games and simulations for the BTLA app.
- Using Typescript in Cocos Creator 3D.
- Built over 50 games and simulations.

EWar Games | Game Development Intern

Jan 2020 - March 2020, IIT Roorkee

- Developed 3D arcade games called StackUp3D and FlipJump.
- Using Unity Engine and coded in C#.
- Integration of the game and EWar's server with BlowFish Encryption.

Meta Design Solutions | Game Developer Intern

May 2019 - July 2019, Gurgaon

- Responsible for Level Designing of the game called Velawoods English.
- Worked on USequencer and Unity Timeline.
- Implemented various cutscenes, including Environment setup and camera movements.

EDUCATION

IIT Roorkee | BTech. Chemical Engineering

July 2016 - July 2020

SKILLS

Gameplay Programming - **C#, Typescript, C++**, **Data Structures, OOPs, Design Patterns**, Netcode, Unity ML Agents, Level Designing, Level Art, 2D/3D Animation, 3D modelling

TOOLS

Unity3D, Cocos Creator 3D, Visual Studio, Photoshop, Blender, Figma, After Effects, Cinema 4D, Illustrator