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**Nishchith**

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## **Objective**

**To develop expertise in game development through practical projects, continuous learning, and effective collaboration.**

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## **Education**

**Bachelor of Engineering in Computer Science & Design**

**Canara engineering college , Bantwal , Karnataka**

**Expected Graduation: October 2027**

**CGPA: 8.06**

### **Relevant Coursework:**

- **Unreal Engine Beginners - Infosys Springboard**
  - **Unity Create With Code - Unity Official**
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## **Skills**

### **Technical Skills:**

- **Programming Languages: C, C++**
- **Game Engine :- Unity, Unreal**

### **Soft Skills:**

- **Team collaboration**
  - **Adaptability and time management**
  - **Critical thinking and attention to detail**
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## **Projects**

### **1. Car Driving Game**

- **Created using Unity**
- **Developed a 3D driving game with smooth and responsive vehicle controls.**
- **Implemented camera switching between first-person and third-person views for immersive gameplay.**
- **Designed a map where players can freely drive.**

## **2. Flight Simulator Game**

- **Created using Unity**
- **Implemented third-person aircraft controls for smooth flight experience.**
- **Added a ring-based checkpoint system where passing through all rings completes the game.**

## **3. 3-D Platformer**

- **Created using Unity**
- **Designed a simple 3D map with trees, rocks, and collectibles.**
- **Implemented coin collection mechanics where gathering all coins clears the game.**
- **Added voice instructions at the beginning of the game.**
- **Added a Game Over screen once all the coins are collected.**
- **Enhanced visuals and immersion with a skybox and added a ambient forest background music.**

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## **Certifications**

- **Unreal Engine - Beginners Certificate - Infosys Springboard**

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## **Extracurricular Activities**

- **Participated in GAMEATHON 7.0**

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## **Languages**

- **English**
  - **Kannada**
  - **Hindi**
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