



Yeswin Krishna

Unity Developer

My Contact

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▶ <http://bit.ly/3zMR6Ny>

Skills

- Effective Communication
- Implementation Planning
- Problem Solving
- Coding Skills
- Game Prototyping
- 2D,3D Game Developing

Programming Languages

- C#
- Java
- HTML
- CSS

Education Background

- Bachelor of Computer Application
Madras Christian College
2018 - 2021
 - College Topper(Gold Medalist) at Madras Christian College
- Higher Secondary Schooling
Holy Family Convent
2016 - 2018
 - 1st Rank in 12th Grad

Certification

Unreal Engine 4 Mastery:Create Multiplayer Gameswith C++

Portfolio

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About Me

"I want to go from a player to a creator" - Kirito

Since I learned to make games three years ago, I have always continued learning new things. The Unity slogan is "The world will be a better place if more creators are in it," and I agree. I want to make more professional games that could reach customers and have an impact on them.

Professional Experience

Infosys Pvt Ltd | Westpac Banking

2021 - 2023 (September 24)

Red Panda Games

2023 (July 01) - Present

Key responsibilities:

- Developing games without any bugs
- Clean and effective coding using SOLID principles
- FullStack development (Frontend, backend, database, music)
- Intergrating multiplayer using Photon Fusion

Projects Done

Unity

- **Boltz Adventure** - Boltz Adventure is an exciting platformer adventure game that puts players in control of a ball-shaped character named Boltz as he journeys through a perilous world filled with obstacles and challenges. In this game, the objective is to collect coins while rolling and jumping through various levels. With each level, the difficulty increases and the obstacles become more complex. The game has engaging visuals with fast-paced gameplay to keep the players hooked.
Components used: C# - LAUNCHED IN PLAY STORE
- **Tower Defence** - is a multiplayer mobile game where the player has to build buildings and produce troops out of them to destroy opponent towers to claim victory. Strategical thinking is very much required to conqueror
Components used: C#, Photon Fusion, FireBase, 3D
- **RPG -2D** - is a game using sprite sheets where you have to confront the enemies using the weapon given to you, and you can pick up coins and health available on the ground.
Components used: C#, ShaderLab, Animation, 2D
- **Brave Run** - is a game where you kill enemies by jumping on their heads and scoring points. More exciting levels, and more fun
Components used: C#, ShaderLab, Animation, 3D

Unreal

- **Stealth Shooter** - is a multiplayer strategic game, wherein the player has to complete a given mission by crossing various hurdles.
Components used: C++, networking terms, 3D
- **Russo The Robot** - is a multiplayer shooting game, wherein the player has to shoot the AI bots and earn points.
Components used: C++, networking terms, 3D