Aryan Khera

Game Programmer

✉ aryan.khera2002@gmail.com   ☎ 9480694305   ➤ Portfolio

⌨ Github   in Linkedin   ⚲ Bengaluru

SKILLS

Unity • C# • C++ • Git • Teamwork

Python • SQL

COURSES

Full Stack Game Development ⧉
Outscal
- Made projects using C++ for a better understanding of object-oriented programming.
- Learning Unity Fundamentals and other concepts related to game development.

Diploma in Game Programming and Production ⧉
Gamer2Maker
- Learnt various programming fundamentals from game industry professionals.
- Learnt to work in a team environment.
- Learnt about methods like AddForce, Transform etc.

Complete C# Unity Game Developer ⧉
Udemy
Certificate ⧉
- Learnt basics of game programming using unity and C#

EDUCATION

Bachelor of Engineering
Bangalore Institute of Technology
2020 – 2024
- Artificial Intelligence and Machine Learning

XII
Chinmaya Vidyalaya
2020

X
Jindal Vidya Mandir
2018

PROJECTS

RPG Adventure Game
(Code Link ⧉)
- Project made using C++.
- Implemented **Single Responsibility Principle**.
- Worked with **Multi-level Inheritance, Abstraction, Encapsulation** and **Polymorphism**.
- Worked with **Smart Pointers**.
- Implemented a proper code architecture.

Player Battle Adventure
(Code Link ⧉)
- Project made using C++.
- Implemented **Single Responsibility Principle**.
- Worked with **Inheritance, Abstraction** and **Encapsulation**.
- Implemented a proper code architecture.

Pizzocalypse
(GitHub Link ⧉) (Video Link ⧉)
- Worked with a team of artists, designers and programmers.
- Implemented **Hierarchical State Machine** for player.
- Implemented Abilities with the help of **Dictionaries**.
- Implemented **New input system** for player.

Realm Rush
(Video Link ⧉)
- Implemented **object pool** for instantiating enemies when they get destroyed.
- Implemented **BFS** for enemy path finding.
- Implemented gold system for placing towers and other conditions.
- Used **Lerp** method for enemy movement.

Argon Assault
(GitHub Link ⧉) (Video Link ⧉)
- Worked with **Singleton pattern**.
- Worked with **Terrains** in unity.
- Worked with unity's **Particle System**

Space Survival
(GitHub Link ⧉) (Video Link ⧉)
- Worked with **Touch Input** in unity.
- Worked with **random** for generating random numbers.
- Worked with UI elements.
- Worked with unity's particle system.