

Akash Kapoor

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CARRER OBJECTIVE

Innovative and results-driven Unity Game Developer with over 2 years of comprehensive experience in designing, developing, and optimizing engaging games and interactive applications. Demonstrated proficiency in transforming concepts into interactive realities, with a strong foundation in both VR and mobile game development. Adept at collaborating with cross-functional teams and clients to deliver projects that exceed expectations. Excels in fast-paced environments, offering a blend of creative vision, technical expertise, and a passion for pushing the boundaries of game development.

EXPERIENCE

Unity Game developer

February 2021 – January 2022

Game App Studio, Mohali, India

- Led the development and execution of two major game roadmaps, ensuring timely delivery and alignment with strategic goals.
- Successfully adapted a VR game for Google Cardboard, optimizing it for mobile platforms to enhance user accessibility and experience.
- Spearheaded the development of a 2D cooking game, "Bong Appetite," overseeing its launch on both the App Store and Play Store.
- Collaborated directly with clients to gather requirements and seamlessly integrate feedback into project developments, enhancing customer satisfaction.

Unity Game Developer

March 2022 – July 2023

App Mechanics, Mohali, India

- Pioneered the integration of Amazon Lex and AWS Lambda SDKs within a Unity project to incorporate advanced chatbot functionalities.
- Developed a multiplayer VR office environment utilizing Photon Multiplayer SDK, elevating the user engagement experience.
- Created a groundbreaking demo project that integrated ChatGPT into Unity, showcasing innovative AI-driven interactions.
- Conducted comprehensive testing for Unity applications, ensuring robust performance and reliability.
- Facilitated regular client meetings to report on project progress and align on future developments, fostering strong relationships and clear communication.

EDUCATION

- **Loyalist College, Toronto Campus.**
Post-Graduate in Computer Software and Database Management (2023-present).
- **Chitkara University, Rajpura, India**
Bachelor of Engineering (2017-2021) – Software development specialization.

Licenses and Certifications

- Introduction to Programming, Udacity - June 2020

SKILLS SUMMARY

- Programming Language - Java, JavaScript, C#, HTML, CSS, Bootstrap, Go and Unity Game Engine.
- Unity Development: Proficient in Unity3D for creating engaging and high-performance games and applications across VR and mobile platforms.
- Client Relations: Effective communicator with experience in client interfacing, understanding client requirements, and implementing feedback into project development.
- Project Management: Proven ability to lead project roadmaps, from conception through launch, managing timelines, and collaborating with clients and team members.
- Creative Problem Solving: Strong analytical skills and the ability to tackle development challenges creatively and efficiently.