

# Devashish

## Tiwari

Unity Game Developer

Location: Uttar Pradesh,  
India  
Date of birth: 22-02-2002

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[Linkedin.com/in/iydebu](https://www.linkedin.com/in/iydebu) (my  
portfolio)

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Seeking to leverage **Unity and C#** programming skills to streamline game development processes, increase efficiency, and effectively fill **game developer** positions. Driven to learn and work hard to exhibit a solid understanding and expertise in the gaming industry. As of this date, I am available for full-time employment.

### Work experience

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**Secernate Games Private Limited** | Unity Game Developer *Hyderabad, Telangana, India* | 04.2023 - 04.2024

- Developed core gameplay systems using Unity and C# for story-driven titles like "Yearner VR" and "The Christopher Redemption – I"
- Collaborated with cross-functional teams to bring creative concepts to life
- Optimized game performance for smooth user experiences
- Implemented innovative AI systems and gameplay mechanics
- Consistently met project deadlines and exceeded quality expectations

**Freelance** | Unity Game Developer

*Hyderabad, Telangana, India* | 05.2022 - 10.2022

- Created simple Android games using Unity and basic Android SDK
- Developed fundamental gameplay mechanics for mobile platforms
- Learned the basics of mobile UI design for games
- Practiced C# programming in a game development context
- Explored challenges of optimizing games for various Android devices

### Skills

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Unity Game Development • C# Programming • C++ Programming • Virtual Reality (VR) Development • Game AI Development • Level Design • Performance Optimization • Mobile UI Design • Android Game Development |  
■ *All intermediate proficiency*

### Projects

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- **Multiplayer FPS Death Match**: Developed a thrilling multiplayer first-person shooter (FPS) game that combines skill and strategy [\[DEMO\]](#)

### Hard skills

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Unity | C# | C++ | Virtual Reality (VR) | Android SDK | Game AI | Level Design | Performance Optimization | ■ *All intermediate proficiency*

### Soft skills

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Effective communication | Problem-solving | Teamwork | Adaptability | Time management | Creativity | Attention to detail

## Education

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**Backstage Pass Institute of Gaming and Technology** | BSC (HONS) COMPUTER SCIENCE AND GAME DEVELOPMENT  
*Hyderabad, Telangana, India | 02.2020 - 02.2024*

- Relevant coursework: Computer Science, Game Development

## Interests

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Collecting SNES games (recently bought "Super Mario World"), reading (my favorite book: "The Art of Game Design" by Jesse Schell), coding (love to design and create game systems and applications to solve gameplay challenges), exploring virtual reality (fascinated by the potential of VR in gaming), experimenting with AI in gaming (currently working on a project involving procedural level generation).

## Certificates

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- CodinGame Certification
- C# Certificate
- Data Structures in C++

[\[View Certificate\]](#)

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