

# PARDEEP SINGH

Game Programmer

## CONTACT

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 [Portfolio Page](#)

## EDUCATION

### Punjabi University

2022 - 2026

Pursuing B.Tech (CSE)

## SKILLS

- Unity Game Engine
- C# Programming
- Object-Oriented Programming
- Cinemachine
- AI Enemies
- Particle Systems & VFX
- Post Processing & Lighting
- UI Systems

## LANGUAGE

- English
- Hindi
- Punjabi

## PROFILE

Enthusiastic game developer specializing in Unity and C#. Passionate about creating polished, responsive, and system-driven gameplay experiences. Strong foundation in object-oriented programming, gameplay mechanics, input handling, camera systems, and performance optimization. Experienced in developing modular gameplay systems including object pooling, UI feedback, audio management, and movement mechanics. Continuously improving my skills through hands-on project development, Unity learning pathways, and exploration of new tools and technologies to contribute effectively to real-world game development teams.

## WORK EXPERIENCE

I have been working with Unity and C# for over 2 years, building 2D, 3D, and physics-based gameplay projects. Through practical development and Unity's official learning pathways, I developed experience with gameplay systems such as movement mechanics, physics interactions, serialized objects, object pooling, UI systems, camera control, and performance optimization.

## MY PROJECTS

- Rocket Boost

Rocket Boost is a physics-driven 3D game where you pilot a rocket through challenging levels, mastering thrust control, rotation, and smooth landings.

[Source Code](#)

- SharpShooter

Developed a first-person shooter in Unity featuring AI enemies using NavMesh, multiple weapon systems, health and damage mechanics, UI feedback, and responsive shooting systems.

[Source Code](#)

- Trigger Tiles

A 2D Side-Scrolling Shooter focused on responsive controls and immersive feedback

[Source Code](#)