
UNITY 3D PROGRAMMER RESUME

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Career Goal:

Ingenious and dynamic Unity 3D Programmer, with vast experience in Objective C, My SQL, HTML and Unity 3D, willing to exhaust my knowledge to achieve the company's targets

Technical Skills:

Profound knowledge of new technologies for integration purpose:

- Isolated plug ins
- Game engines
- Middleware components

Conceptual knowledge of data representations like:

- XML
- XSD

Solid understanding of services and servers:

- Back end
- Sockets
- HTTP

Dexterity in specialized software programs for programming:

- Smartfox server
- Cocoa touch
- Xcode

Exceptionally skilled at 3D computer graphics:

- DirectX SDK
- Shader programming languages
- OpenGL

Substantial technical acumen of programming areas like:

- AI
- Game play mechanics
- Test cases

Well versed with game engine systems for:

- Writing
- Debugging
- Optimization

Thorough understanding of 3D linear algebra:

- Projections
- Transformations

Extreme abilities to:

- Understand game experiences and designing concepts
- Implement open source solutions and 3D camera systems

Relevant Experience:

Unity 3D Programmer
JumpStart Inc
January 2012 – Present
Nashua, NH

- Designed and developed tank mechanics and relevant upgrades.
- Programmed and executed UI, menus and functionalities.

- Provided technical assistance for programming of camera systems and GUI gameplay systems.
- Monitored and integrated game system plug-in.
- Implemented game features and suggested workflow and game features.
- Developed and maintained mobile game apps with Unity 3D engine.
- Conducted detailed research of new techniques and frameworks for continuous improvements.
- Participated in code review processes and formulated designing standards.

Unity 3D Programmer
Mary-margaret Network
November 2010 – January 2012
Fort Lauderdale, FL

- Programmed, executed and maintained scalable application code.
- Formulated coding standard and evaluated technical feasibility of projects.
- Provided assistance during application designing and development phases.
- Designed and developed 3D games in Unity apps.
- Participated in publishing of games on iOS and Android devices.
- Installed, tested and debugged software game components.
- Created shaders and conducted training sessions for Unity 3D programs.
- Prepared application code in C# programs and implemented requirements gathering functions.

Educational Background:

Bachelor's Degree in Computer Science
Cleveland Chiropractic College
August 2006 – May 2010
Los Angeles, CA

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