

Manish Kumar

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| <https://github.com/ManishKumarGeek>

EDUCATION

CHRIST (Deemed to be University)

Bachelor of Computer Application

Ghaziabad, U.P

Aug. 2021 – Present

Delhi Public School

Class 12th

Aligarh, U.P

April. 2019 – May 2021

Jaypee Vidya Mandir

Class 10th

Anoopshahr, U.P

Aug. 2014 – May 2019

EXPERIENCE

TECHGENX Volunteer

CHRIST (Deemed to be University)

April. 2023

Ghaziabad, U.P

- Event Logistics: Contributed to event setup, managing resources, and potentially enforcing event rules and guidelines
- Team Collaboration: Worked effectively with other volunteers and potentially organizers to ensure a successful event.
- Event Logistics: Contributed to event setup, managing resources, and potentially enforcing event rules and guidelines

UI Designer Intern

BAOIAM

Jan 2024 – Present

Delhi

- Designed the user profile interface for the BAOIAM website, prioritizing usability and visual appeal
- Revamped an app's "Contact Us" UI in Figma, streamlining the user support process.

PROJECTS

Tulips Fighter | *Unity 2D*

Feb 2023

- Conceptualized and designed the entire game from scratch, creating an engaging and immersive gaming experience.
- Developed robust Enemy and Health APIs, enhancing the game's complexity and player engagement.
- Integrated a High-Score Board, fostering a competitive environment and encouraging replayability.

Maze Runner | *Unity 3D*

Sep 16, 2023

- Designed and developed the entire game from scratch within a challenging timeframe of 6 hours.
- Successfully created for a Game Jam, demonstrating my ability to work under pressure and tight deadlines.
- The game showcases my creativity and ability to quickly implement game mechanics and design.

TECHNICAL SKILLS

Languages: Java, Python, C/C++, C , MySQL

Developer Tools: Git, Blender, VS Code, Visual Studio, Unity