

NIKHIL CHHETRI

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SUMMARY

Junior game & web developer with hands-on experience in Unity (2D & 3D), C#, and web technologies. Skilled at rapid prototyping, responsive design, and collaborating with teams to deliver polished digital experiences. Seeking an entry-level developer role where I can turn creative ideas into reliable, user-focused products.

EDUCATION

- North Island College**, Comox Valley, B.C. Jan 2023 - Apr 2025
- *Post-Graduate Diploma in Digital Design and Development*
- CMR University**, Bangalore, India Sep 2018 - Apr 2021
- *Bachelor of Computer Applications in Game and Mobile App Development*

TECHNICAL SKILLS

- *Computer Languages:* C#, C++, Java, JavaScript, HTML, CSS
- *Game Engines:* Unity (2D/3D)
- *Game Development:* Gameplay Programming, AI State Machines, Physics Systems, WebGL Deployment
- *Web Development:* Responsive Web Design, WordPress
- *Tools:* Git/GitHub, VS Code, Adobe XD (for design and mockups)

WORK EXPERIENCE

- GOGames**, *Unity Developer Intern*, Bangalore, India Dec 2021 – Apr 2022
- Built playable mobile game prototypes using Unity.
 - Implemented gameplay mechanics, including player movement, scoring, and AI.
 - Optimised Android/iOS builds, reducing APK size by ~20%.
- North Island College**, *Student Lab Monitor*, Comox Valley, B.C. Dec 2023 – Dec 2024
- Assisted students with software installation, troubleshooting, and version control.
- Club Demonstration Services (C.D.S)**, *Sales Advisor / Ambassador*, Courtenay, B.C. Feb 2023 – Jun 2025
- The Mobile Shop**, *Mobilist*, Courtenay, B.C. Jun 2025 – Present

PROJECTS

[Spirit Guardian](#) , 3D WebGL Shooter, (Unity | C#)

- Developed browser-playable 3D shooter deployed with WebGL.
- Implemented enemy AI using state machines.
- Built terrain system and optimized assets for web performance.

[CarZ](#) , 3D Racing Game, (Unity | C#)

- Implemented vehicle physics, checkpoint systems, and lap timing mechanics.
- Developed adjustable AI racers and difficulty settings.
- Added post-processing effects to improve game visuals.

[Design System & Website Redesign](#) , (HTML5 | JavaScript)

- Designed reusable UI components, including typography, spacing, and color tokens.
- Redesigned a business website with responsive layouts and improved usability.

[Portfolio Website](#) , (WordPress | Elementor | ACF)

- Built a personal portfolio website with custom post types and dynamic content.
- Optimized website performance and accessibility for mobile and desktop users.