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Unity Developer focused on gameplay programming and interactive systems with Unity and C#. Recent Computer Engineering graduate with practical experience spanning Game Jam projects and academic game development.

## Technical Skill

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- **Programming Languages:** C#, C++, Java, Python, JavaScript, HTML/CSS
- **Game Engines & Tools:** Unity Engine, Blender, ProBuilder, Cinemachine, Timeline
- **Frameworks & Libraries:** .NET (fundamentals), Unity UI Toolkit, React.js (basic)
- **Version Control:** Git, GitHub
- **Software Development:** Object-Oriented Programming (OOP), Data Structures & Algorithms
- **Other Tools:** Figma, Canva, Visual Studio, VS Code, BandLab (Audio)
- **Platforms:** Windows, WebGL (Unity export)

## Core Competencies

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- Gameplay Programming & Feature Implementation
- Problem-Solving & Debugging
- Game Prototyping & Rapid Iteration
- Animation, UI/UX, SFX Integration & Flow Design
- Technical Documentation & Reporting
- Collaboration & Team Communication
- Version Control & Code Maintenance

## JOB EXPERIENCE

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### Colorful Animal Studio - Junior Unity Developer Intern (*October 2025 - Present*)

- Contributed to the development of interactive experiences using Unity Engine (3D) and C#.
- Implemented and refined core gameplay mechanics, animation systems, and interactive features.
- Developed reusable scripts following object-oriented programming principles to support scalable production workflows.
- Created full 3D animated videos using Unity (Timeline, Animator, Cinemachine, and physics systems) for the [Colorful Animal Studio](#) YouTube channel.
- Designed and programmed character behaviors, state-driven animations, and scene transitions for animated content.
- Assisted in debugging, performance optimization, and ensuring smooth playback/render output for video production.
- Collaborated with designers and artists to align animation timing, visual direction, and interactive elements with project goals.

## PROJECT EXPERIENCE

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### A Victim's Whisper - Gameplay Programmer (Final Year Major Project | Marwadi University)

- Designed and developed a story-driven 3D horror game with original narrative and handcrafted environment with my partner in college.
- Took lead mainly in gameplay programming, along with UI Design and Programming, SFX and Animation Integration, Level Modelling and prototyping using Blender and Unity Pro Builder.
- Achieved total **100+ downloads** on itch.io; featured on [YouTube](#) & Facebook by a [Game Streamer](#), accumulating **31K views** on Youtube .
- Authored full project documentation, graded *Outstanding (O)*.
- Tools: Unity, C#, Blender | [GitHub](#) | [Game Link](#) | [Report](#)

### a.m. – Solo Developer (Game Makers Myanmar 2025 Game Jam)

- Designed and developed a short demo of survival horror game with a team of 4, using Unity and C#.
- Gameplay Programming, level prototyping, UI Programming, SFX integration.
- Featured as top 10 games of the game jam, ranking #1 in Gameplay and Execution.
- The game was publicly showcased by Game Makers Myanmar at the Cultural & Creative Industries Forum 2025 in Myanmar.
- Tools: Unity, C#, Blender | [GitHub](#) | [Game Link](#) | [YouTube](#) | [Facebook](#)

### Point n Loop – Solo Developer (GTMK2025 Game Jam)

- Designed and programmed a puzzle game focused on mouse cursor control.
- Built maze and puzzle mechanics, where the player has to navigate and click every corner of the maze to reveal new paths towards the goal.
- Integrated Music, SFX and simplistic art style to capture a vibrant pastel vibe.
- Tools: Unity, C#, | [GitHub](#) | [Game Link](#)

## EDUCATION

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### Marwadi University | India

2021-2025

Bachelor of Technology in Computer Engineering

- Specialized in software engineering principles and practical game development, including strong foundations in programming, system design, interactive application development, developing interactive game systems through academic and project-based work.

## ACHIEVEMENTS

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- 'a.m.' was publicly showcased by Game Makers Myanmar at the Cultural & Creative Industries Forum 2025 in Yangon, Myanmar | [Facebook](#)
- Showcased in a YouTube video by Game Makers Myanmar, ranked Top 10 in the Game Jam, and #1 for Gameplay and Execution | [YouTube](#)
- 'A Victim's Whisper' was featured on YouTube by a game streamer, amassing 31K views on YouTube. | [YouTube](#)