

KUNAL MIGLANI

Ambitious, Motivated and Driven

Phone: 9485551639 | Email: 13kunalmiglani@gmail.com |

LinkedIn: <https://www.linkedin.com/in/kunalmiglani/> |

Portfolio: <https://kunalmiglaniporfolio.netlify.app/>

CAREER OBJECTIVE

As a self-motivated and responsible person, seeking a professional environment where enhancing professional and developing problem-solving skills are well appreciated. At the same time, I look forward to challenging and growth- oriented tasks that help to prove the best of my ability in achieving the objective of the job.

ACADEMIC BACKGROUND

Year	Qualification/Degree	Board/ University	College/Institution Name	Percentage/CGPA
2022-26	B. Tech in CSE (Graphic and Gaming)	UPES	UPES, Dehradun	6.77/10 CGPA (Till 6 th Semester)
2022	Class XII-PCM	CBSE	SDVM, Panipat, Haryana	79%
2020	Class X	CBSE	SDVM , Panipat, Haryana	79.2%

SKILLS

Technical Proficiency/Skills	Languages: C, C# ,C++, Python, HTML, CSS, JavaScript Game Development & AR/VR: Unity Engine, Vuforia, OpenGL, AR Foundation 3D & Design Tools: Blender, Canva Database & Tools: MySQL, Git, Visual Studio Code
	Soft Skills: Communication, Problem-Solving, Task Delegation, Fluent in English & Hindi

INTERNSHIPS

Intern <i>Elementary and Technical Skills Council of India (June 2024 – July 2024)</i> Contributions and Achievements: Educational Website Development: Led the front-end development team to create an interactive and user-friendly educational website. Community Engagement: Organized a tree-planting drive and planted 30 saplings in the local community.
Intern <i>IBM(June 2025 – July 2025)</i> Contributions and Achievements:

- **Interactive Storytelling Mini-Game:** Developed a shooting mini-game for a Breaking Bad-based narrative, where the player protects the protagonist by clicking to shoot enemies.
- **Gameplay Mechanics:** Implemented a challenge to defeat 10 enemies within a given time, ensuring smooth and responsive mouse-based controls

ACADEMIC PROJECTS

AR/VR Projects

Technologies: Unity Engine, C#

- Built an AR Snake and Ladders game using Vuforia, enabling box-scanning gameplay.
- Built an AR Portal using ground-scanning for placing a portal that leads into an AR world.

Game Development Projects

Technologies: Unity Engine, C#

- Endless Runner (Hanuman Ji Theme): Created a 3D endless runner game where Hanuman Ji tries to eat the sun, integrating Indian History with engaging mechanics.
- Desi Cricket(Global Game Jam): Developed a humorous cricket game with limited shots and random animations, including comic events to align with the theme “Make Me Laugh”
- Gyro Ball: Built a physics-based mobile game utilizing device gyro controls for ball navigation.
- Shooting Game(Internship Project): Developed a mini shooting game as part of an interactive storytelling engine, focusing on branching gameplay.
- Last Survivor: India: Developing a portrait-mode zombie survival game set in India, featuring simple movement, automated combat, and resource collection to progress through levels.

3D Modelling Projects

Technologies: Blender

- Character Models(Last Survivor: India): Built Indian-themed characters, including zombies and the main protagonist, tailored for the survival gameplay.
- Academic Models and Assets: Created a variety of 3D models as part of academic projects, including a cat character, low-poly face, realistic sword, donut, furniture set, and terrain models.
- Environment & Architecture: Designed 3D environments such as falling pillar animation and a detailed college building to practice structural modelling and scene composition.

Creative Projects:

Technologies: Stop-Motion, PowerPoint, Animation

- Chandrayan Animation: Created a stop-motion short film on the Chandrayan mission by modelling a rocket using clay & cardboard highlighting creativity and animation skills.
- Colour Theory Presentation: Designed an Interactive PowerPoint presentation using 3D sneaker models and animation to illustrate colour theory.

Portfolio Website

Technologies: HTML, CSS, JavaScript, PHP, SQL

- Built a fully responsive personal portfolio website to showcase projects and skills.

ACCOMPLISHMENT AND RECOGNITION

- Certified in Game Development by Global Game Jam.
- Successfully completed a social internship focused on community development.

I declare that the details above are correct and true to the best of my knowledge.

KUNAL MIGLANI