Nikhil Chhetri

Game / Digital Developer

Courtenay, B.C. (+1) 604-968-9337
Mail : codebluenick@gmail.com ll Linkedin : Nikhil Chhetri
Portfolio site : **codebluenick.com**

PROFILE

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.

EXPERIENCE

Jr. Unity Developer Intern l GOGames, Bangalore, India l Dec 2021 - Apr 2022

- Built playable prototypes of trending mobile games in Unity, reducing average concept-to-test cycle.
- Implemented core gameplay mechanics (player control, scoring, simple AI, game physics) using C# scripts.
- Optimized builds for Android/iOS, cutting APK sizes by up to 20% through texture compression and asset stripping.
- Worked with designers to refine UI flow, increasing user retention in test builds.

Student Lab Monitor l North Island College, Comox Valley, B.C. l Dec 2023 -Apr 2024, Sept 2024 - Dec 2024

- Managed studio and Mac-lab bookings for students; ensured secure equipment setup.
- Assisted peers with software installations, version-control setup, and troubleshooting.

Sales Advisor / Ambassador l Club Demonstration Services (Costco), Courtenay, B.C. l Feb 2023 - Present

- Provided customer service, product demonstrations, and maintained clean, organized workstations.
- Contributed to team efforts to deliver exceptional member experiences and to lift sales.
- Assisted the management team with receipt entering, product purchase, and daily team requirements.

EDUCATION

Post-Graduate Diploma in Digital Design and Development (Specialization in Web Application Development)

North Island College, Comox Valley, B.C.

Jan 2023 - Apr 2025

Bachelors of Computer Application in Game and Mobile App Development (Specialization in Game Development)

CMR University, Bangalore, India

Sep 2018 - Apr 2021

SKILLS

Technical Skills :	Tools :
• Unity (2D / 3D Game Development)	• Unity
• C#, Java, Javascript Programming	• Visual Studio / VS Code
• Web Development	• Adobe XD (for design and mockups)
• Responsive Web Design	• Adobe Photoshop (basic)
• UI/UX Principles	• GitHub

PROJECT HIGHLIGHTS

Spirt Guardian - 3D WebGL Shooter Game (Unity / C#)

- Implemented gameplay programming, enemy AI with State Machine, terrain system from scratch, and a resource management system.
- Deployed WebGL build using texture compression.

(Case study link : **Case study**)

CarZ - 3D Racing Game for Windows platform (Unity / C#)

- Implemented car physics, checkpoint logic, lap Timing, and adjustable difficulty AI racers.
- Added post processing to refine game scene visuals.

Design System & Website Redesign (HTML 5)

- Produced reusable components (typography, colour tokens, spacing) and delivered responsive templates.

- Redesigned the website for Outback Nursery (a garden centre business based on Vancouver Island)

Portfolio Site (Wordpress)

- Worked on a portfolio site using Wordpress with Elementor and CPT's using ACF.
- Designed a modern UI layout with a custom colour palette and typography system.
- Optimized the site for performance and accessibility across devices.

(Project Details are available on **portfolio site**)

REFERENCE

Megan Wilson | Faculty | Digital Design and Development | North Island College, Comox Valley, B.C.

megan.wilson@nic.bc.ca

250-207-5850

Courtenay Johnston | Event Manager | Club Demonstration Services | Costco, 1092, Courtenay, B.C.

Courtenay.Johnston@clubdemo.com

250-331-0436